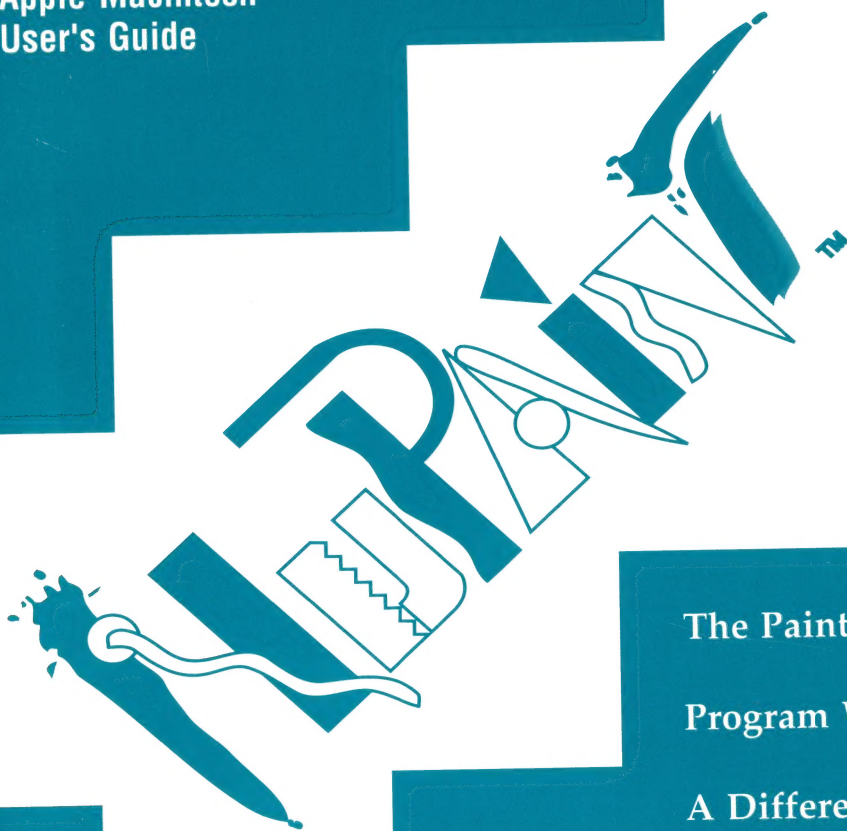


NuPaintDA™

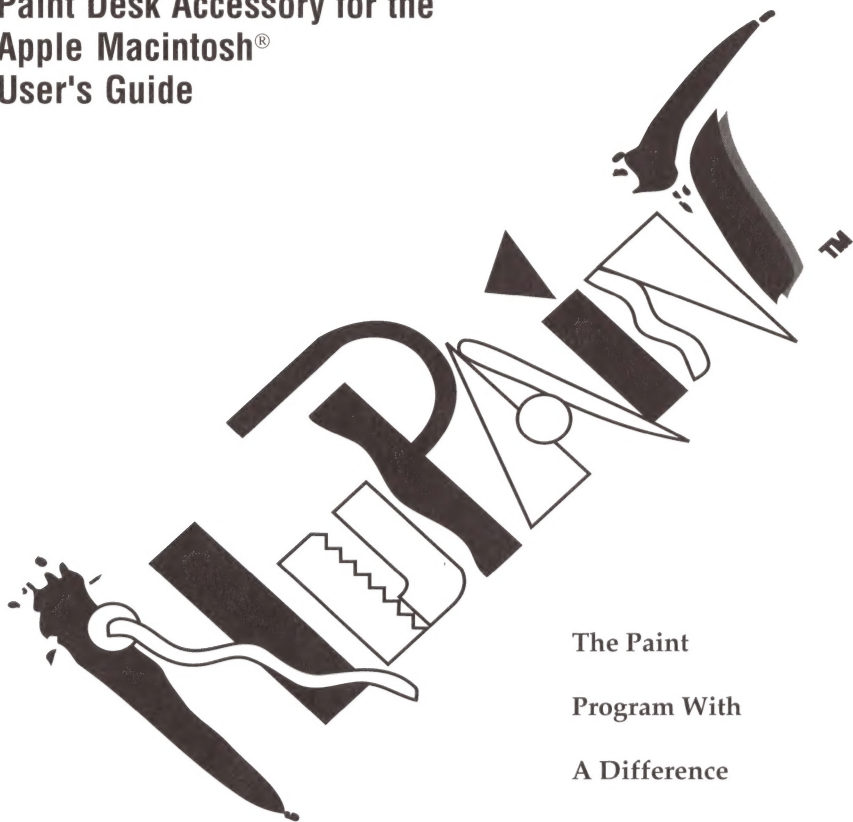
Paint Desk Accessory for the
Apple Macintosh®
User's Guide



The Paint
Program With
A Difference

NuPaintDATM

Paint Desk Accessory for the
Apple Macintosh[®]
User's Guide



The Paint
Program With
A Difference

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NuPaintDA Program written by Gary Wagner.
Manual by Sandy Ferrel, Gary Wagner and Bill Bailey.
Graphics by Ron Bonner, Paula Stevens, Athena Sears and Gary Wagner.

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Introduction

Welcome to **NuPaintDA™**. Through special arrangements with Mouse Systems, Good Software is including NuPaintDA with your Mouse Systems' product to give you a sampling of **NuPaint Gold™** (our full-featured Macintosh paint application) in an easy-to-use Desk Accessory for your Mac. NuPaint is a step above and far beyond all other Macintosh paint programs on the market. Since Apple Computer's MacPaint™, several "new and improved" paint programs have come along but none have the quality and quantity of features you will find in NuPaint.

And as a NuPaint DA owner, you may upgrade to the added power of NuPaint Gold, at a special price. For ordering information, see the coupon enclosed with your product.

About NuPaint Gold™

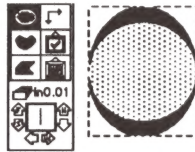
NuPaint Gold is the full-featured stand-alone version of the NuPaintDA Desk Accessory application. Coupled with **NuPaintDA** you have the most powerful painting system available.

NuPaint Gold has all of the power of NuPaintDA and offers additional features that no other Macintosh paint program can boast. You can:

- Double the quality of the ImageWriter printer from 72 dots per inch to 144 dots per inch.
- Print the maximum quality on the LaserWriter by increasing the resolution of a paint document to 300 dots per inch to match the resolution of the LaserWriter and then cleaning up and printing the document.
- Easy drawing of shapes such as rectangles and ovals. One time objects (New Paint) allows for changing shape, fill and frame pattern and frame size of objects as if in a draw program. When the desired shape is created, click to blind it into the bitmap patterns.



Create oval

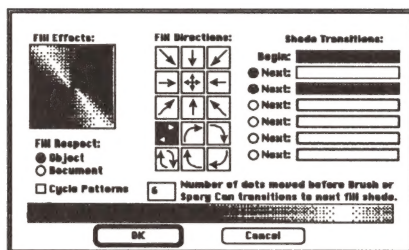


Change frame size

- Adjust the painted image on the page or see the overall effect of your work on the full page with Show Page. Also, do fine detail work in Fatbits and at the same time see the results on the Normal Page.
- Automatically scroll as you draw, paint, or drag past the edge of the document.
- Use the Smoothing Tools to halftone and smooth pictures in seconds to look more realistic. If you are a digitizer owner, you will find NuPaint a necessity.
- Isolate areas for fine detail painting by using the Masking Tape. This prevents spills outside the boundaries.
- Use the Spray Can to spray fine detail or subtle textures with the ease and control of an air brush. The speed and shape of the Spray Can may be changed to provide greater control over the density and coverage of the spray.
- Use the Razor to quickly shave off unwanted dots, avoiding tedious work in Fatbits with the pencil.
- Use the Trowel to smooth jagged edges in seconds. Broken lines may be repaired just as easily.
- Gain greater accuracy in placing and sizing shapes by drawing from the center as well as from the corner.

Introduction

- Use all eight paint modes with all the tools for a greater variety of painting methods.
- Choose from over a hundred patterns in three sizes: 8 by 8 dots, 16 by 16 dots, and 32 by 32 dots. No other programs have 32 by 32 dot patterns which give you larger pre-designed patterns. The 32 by 32 dot patterns make it easy to create borders and cause paint textures to look less computer generated.
- Spectacular shaded fills from light to dark. 65 shades of even graded fills. 15 fill modes including fan and diagonal fills. 7 transitions from light to dark.

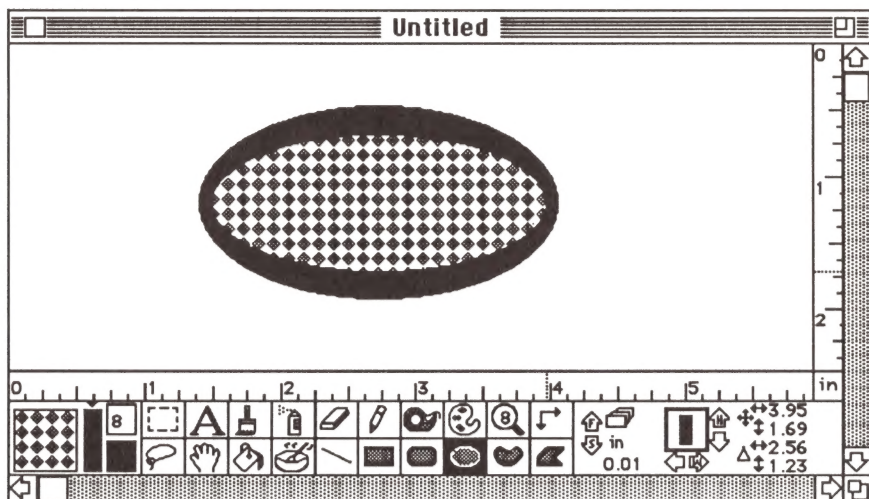


The oval is filled with a shaded fill pattern. The command key was used to cause the shape to repeat the draw.

- Make any image on your paint document or screen into a user defined pattern by copying it with the Artist Palette. Use the image you have drawn or even an icon from the palettes as a pattern.
- Enlarge frames up to twice the size of those in other programs to make impressive borders. In other programs the frame is always black, but NuPaint allows you to fill the borders with patterns. You can create a border of hearts around your Valentine's Day card or use a layered pattern on a picture frame.
- Place and duplicate images precisely with scales in inches, points, picas or centimeters.
- 8 Painting windows.

Using NuPaintDA

You'll like how easy NuPaint is to use, but don't let that fool you. It has some exciting and sophisticated features that will fog your glasses.



About the NuPaintDA User's Guide

This User's Guide describes all the NuPaint tools in the general order in which you would use them to create a paint document. In NuPaint, a tool is a command which helps you perform a specific task. For example, you use the Magnifying Glass tool to get a closer look at part of your paint document and you use the Eraser tool to erase a line.

First in **Getting Started**, we discuss how to install NuPaintDA using Font/DA Mover. Then, we cover how to open, browse and save documents.

Next in **Viewing**, the Viewing tools which help you you 'look' at your paint document are described.

In **Creating and Revising**, we discuss basic tools you need to make a paint document. For example, they include painting, drawing, and erasing tools.

Using Advanced Techniques describes the optional tools that bring out the hidden Picasso in you. At any rate, you will have fun with these. You can edit any of the predefined fill patterns or make up your own. The Smoothing tools can be used to clean up and refocus a digitized or enlarged drawing. You can experiment with the special effects — use Perspective to get a 3-D look, Brush Mirrors to make an elaborate design with just a few strokes, or use Shadow to give your creations life-like shadows.

Finally in **Quick Reference**, we provide a summary of all of NuPaint's tools.

You can read through each chapter and experiment with each tool as you go or just thumb through and find what you need when you need it.

If you are not yet fully pledged to the 'Mac' — just relax and let NuPaint initiate you.

Introduction

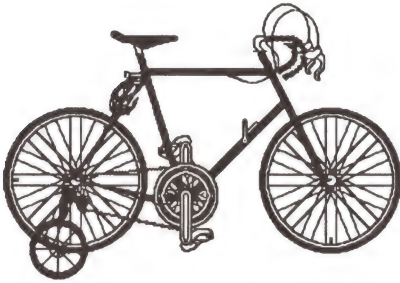
Read your Macintosh Owner's Manual

If you are a new Macintosh user you should read through your owner's manual to become familiar with the way your Macintosh works. You need to know how to use the mouse and the keyboard, how to use and care for disks, and how to use the printer.

Help

If you have any questions regarding NuPaint, call Good Software Corp. at the phone number on your warranty card.

Getting Started



When you start anything new, the first few steps seem the hardest. Remember when you first learned to ride a bike? Dad took off the training wheels and — it seemed such a long way from the pedals to the pavement. But he held onto you and got you going those first few wobbly moments. Then, you were going, going, gone. What pure joy to feel the wind racing by!

Learning NuPaint is much the same. It's so easy to use but the first steps may seem hard. Just hold on and we will get you going.

Installing NuPaintDA

This section covers how to install NuPaintDA using Font/DA Mover. If you use a DA utility such as Suitcase, then you can skip this section.

The procedure for installing NuPaint is similar whether you are using a hard disk or a floppy disk system. Before you start, be sure your NuPaint disk is locked so that it will not be accidentally damaged. Lock the disk by sliding the write protect tab so that you can see through the little hole.

Start up your Macintosh and follow one of the following procedures, depending on whether you are using a floppy or hard disk system.

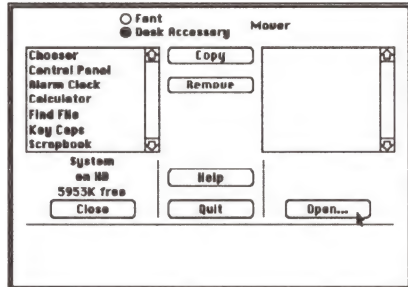
Hard Disk Installation

If your hard disk is the current system disk, follow these steps:

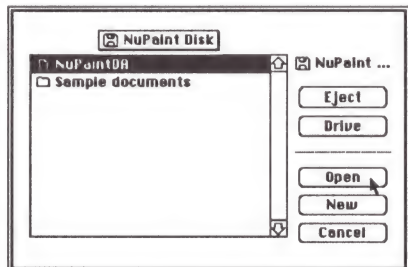
First insert the NuPaintDA disk in the floppy drive.

Next, double-click the Font/DA Mover (FDAM) utility which was installed with your Macintosh system software, holding down the Option key

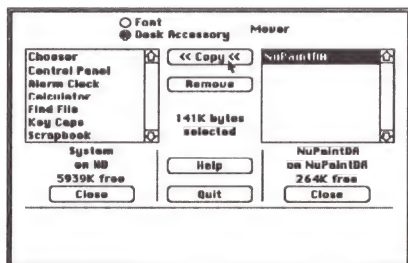
until the Font/DA Mover window appears. Holding down the Option key tells FDAM that you want to see disk accessories. FDAM displays the following window:



The disk accessories present in your System file are shown in the left hand window. If fonts are shown just click on the Desk Accessory button at the top. Click on the Open button, and the following dialog box is displayed:



Click on the Drive button and then select the NuPaintDA file, and click on Open, NuPaintDA is then shown in the right window of the FDAM window.



Select NuPaintDA in the window and the Copy button becomes enabled, with arrows pointing toward the System file. Click on Copy and NuPaintDA is installed.

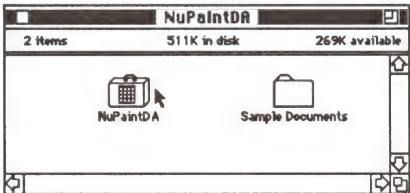
Getting Started

Floppy Disk Installation

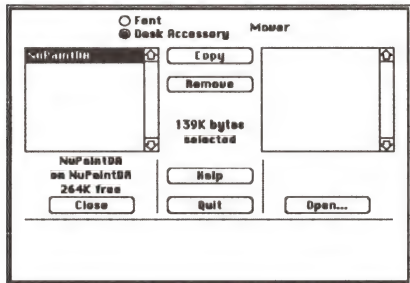
If your current system is on a floppy disk, follow these steps:

Your system disk will need at least 150K free on the disk to install the NuPaintDA. In addition, Apple recommends that all system disks have at least 55K free, so be sure you leave adequate room on the disk after installing NuPaintDA.

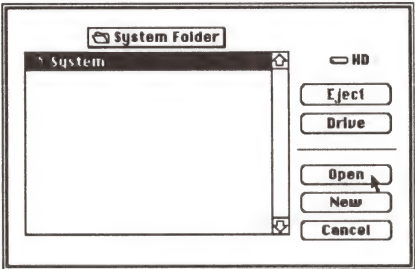
First make sure that the Font/DA Mover (FDAM) utility which was included with your Macintosh system software is available on one of your drives (the NuPaintDA disk does not have FDAM on it). Next, insert the NuPaintDA disk in the floppy drive.



Double-click on the NuPaintDA suitcase icon. This will open the Font/DA Mover. This is the screen you will see:

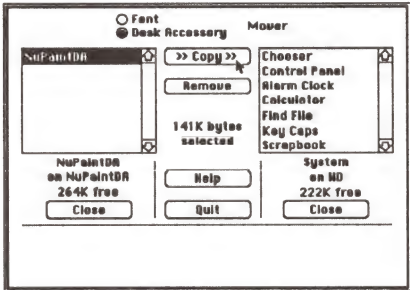


If instead of opening the NuPaintDA icon you opened the Font/DA Mover, it will be set on Font and have the current System in the left window. Just click on the Close button under the System file window and click on the Desk Accessory button. Click on the Open button under the left hand window, and then click on the Drive button in the dialog box to find NuPaintDA, and then open it.



Click on the Open button under the right window, then use the buttons in the dialog box to locate the System file in which you wish to install NuPaintDA.

Once you locate the System you want, click Open. Back in the Font/DA Mover window, click on NuPaintDA so that it is highlighted, as in the following example:



Now, with NuPaintDA selected on the left, and the System file in which you wish to install it shown in on the right, click on the Copy button and Font/DA Mover will install NuPaintDA for you.

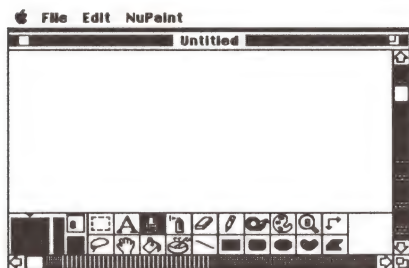
Starting NuPaintDA

Now that NuPaintDA is installed, click on the Apple menu and select NuPaintDA.



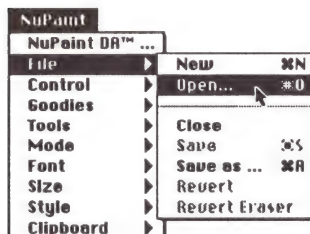
The NuPaintDA window will come up with an empty document. If you have selected **Auto Retrieve From Clipboard** and there is a picture on the clipboard, then that picture is automatically pasted into the document. (see

From the Clipboard Menu at the end of the Creating and Revising section)

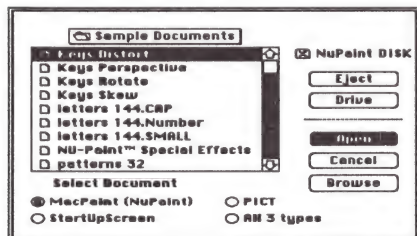


Open Document

If you wish to open a sample document, drag down the NuPaint menu to the File menu and choose Open.



A dialog box like the one below appears. You may scroll through available documents by clicking on the up and down arrows.



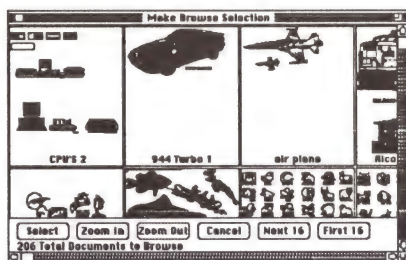
Click on the desired document title to highlight it and then click Open. If you decide you do not wish to open a sample document, you may Cancel.

At any time while you are in NuPaintDA you wish to open a new document, choose New from the File menu.

Browse Document

You may not be sure which file you wish to open. In that case click the Browse button on the Open dialog. You will now see up to 16 documents flash

on the screen as NuPaint browse the current folder. If you see the document you want you may click the mouse or press the Command-period key to stop the load process. Once the load is complete, a window displays a miniature of the 16 documents. The currently selected document has an ant box marching around it. You may select another document by clicking the mouse on it and the ant box will move to the new selection. Use the scroll bars to display other documents which did not fit on the current screen.



Select

When you find the desired document, click on the Select button to make it the active document.

Zoom In

Click on Zoom In to expand the currently selected document to full size. Double clicking on the document will also Zoom In or Out.

Zoom Out

Click on Zoom Out to go back to the miniature browse display.

Cancel

Click Cancel to end the browse function.

Next-16

Click this button to browse the next 16 documents in the directory. (This button appears only if there are more than 16 documents.)

First-16

Click this button to restart the browse from the beginning of the directory. (This button appears only if there are more than 16 documents.)

Total Documents to Browse

This is a count of all of the documents in the selected directory.

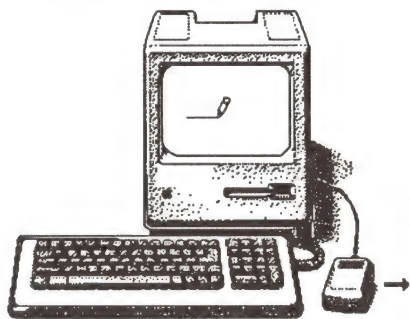
Getting Started

Trying the Tools

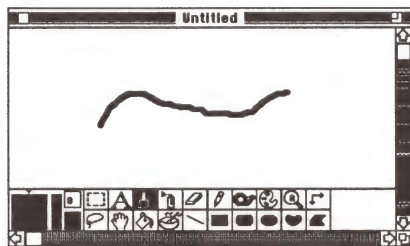
Now, you have before you either a new blank window or a sample document. You are ready to try your hand at NuPainting.

First, try moving your mouse around on the table or pad and see how it moves the pointer on the document. You will even notice if you move the pointer over the palettes or menus it changes to an arrow.

The illustration below shows the relation between the movement of the mouse and the movement of the pointer on the screen.



When you first open a document, the Paint Brush in the tool palette to the left is selected. Position the pointer anywhere on the document. Press the mouse button and move the mouse at the same time. You have just painted a brush stroke with the current pattern. When you release the mouse button, the paint stroke stops.



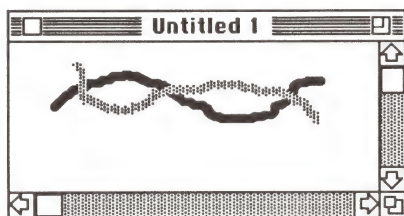
The currently selected pattern appears in the Current Pattern Box which is the large box on the pattern palette at the bottom of the screen.



Try changing the current pattern by clicking on any one of the other patterns.



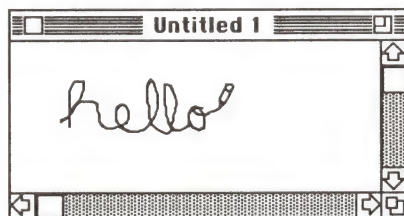
Now, try a few paint strokes with the new pattern you have just selected.



Click on the Pencil icon in the tool palette on the left. The pointer is now a pencil.

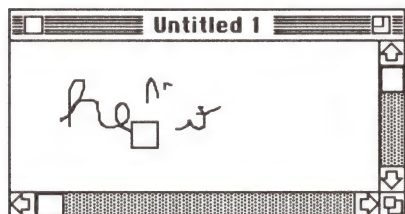


Again in the same way you used the Paint Brush, press the mouse button while moving the mouse to draw lines. Release the button, the Pencil stops drawing.

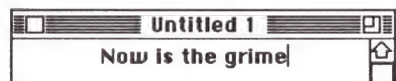




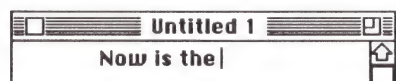
Click on the Eraser icon in the tool palette. Position the Eraser on a line you have drawn. Then drag (press the mouse button and move) the mouse so that the eraser will move over the line and erase part of it. When you release the mouse button, it stops erasing.



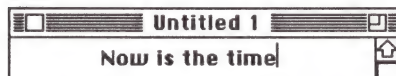
Click on the Text icon. Click anywhere on the document to set your insertion point. Then type with the keyboard keys.



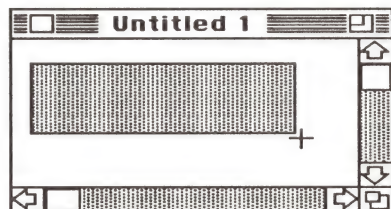
If you make a mistake, use the Backspace key to back up and start over.



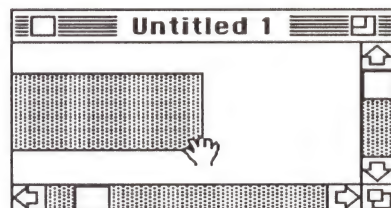
The text may be backspaced or the font, font size, or style changed until you click. Once you click, the text becomes a set image and must be changed like all other paint images.



Click on the dark Rectangle. Drag the pointer in any direction to draw a rectangle. When you release the button, the rectangle is set.



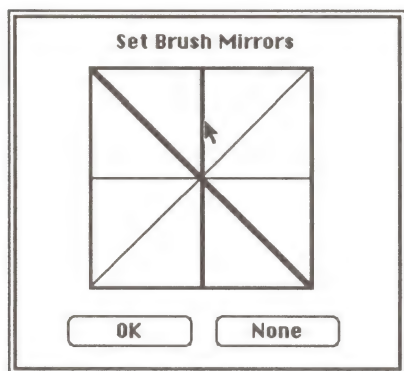
Are you running out of room on the document? Click on the Hand or hold down the Option key. Position the hand on the document, press the mouse and push the hand by moving the mouse so more of the document is revealed.



Or, if you would like to wipe it all off and start over, double-click on the Eraser to erase the entire screen.

Let's try one of the drawing tools that is so unbelievably easy and fun. Click on the Paint Brush icon on the tool palette. Drag down the Goodies menu and choose Brush Mirrors. The dialog box below appears. Click on any or all of the mirror lines to turn on the reflection. Click OK.

Getting Started



Press the mouse and move the pointer on the screen. See how each movement is reflected with opposite paint strokes. It is easy to make elaborate designs with just a few movements. To turn off the Brush Mirrors, choose Brush Mirrors again and click None.



Take time to experiment with each tool. If you want to know more about a tool, see the "Using NuPaint" section. You can find what you are looking for in several ways.

If you know what you want to do but don't know which tool to use, check the Table of Contents at the beginning of the manual or the detailed contents at the beginning of each chapter. If you know the tool name but don't know what it does, check the index to see where it is talked about or see the Tools Summary in "Quick Reference."

Saving a Document

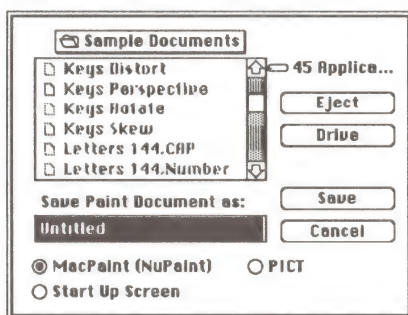
To keep your paint document, you must store it on the disk by saving it. Use Save As the first time you save it. When you make changes, use Save.

Save As

Use Save As to save a new document or to make a duplicate of a document by saving it under a different name.

When you open a document, it is untitled. If you want to keep it, you must name it and save it with Save As.

- Choose Save As from the File menu.
- The following dialog box appears. Type in a name for your paint document in Save Paint Document as:



Do one of the following:

- To save it to the disk or hard disk, click Save.
- To save it to another disk:
 - Click Drive if the other disk is in another disk drive or insert the other disk in the main drive. Click Eject if you need to remove a disk to insert the desired disk.
- Click Save to save it.
- To return to your document without saving it, click Cancel.

After you save, the new name appears in the title bar of your paint document.

If you try to close or quit the program without saving it, this message appears: Save file "Untitled" before closing, Discard the changes to the file, or Cancel the close process.

The radio buttons at the bottom of the screen determine how the file is saved.

MacPaint

This is the default for paint documents and requires the least space.

PICT

This is the format used by draw programs such as MacDraw. If you save in PICT format your drawing is saved as a single bitmapped image. For example, draw an oval and a rectangle then save it as a PICT. When the document is opened in MacDraw the oval and the rectangle are one object, not two.

StartUpScreen

A start up screen document is the size of a standard Mac+ or SE screen. It is saved starting from the top left hand corner. You may save a start up screen under any name. If the document is saved as "StartUpScreen" and placed in the System Folder, then it will be displayed automatically when the Macintosh is booted.

Save

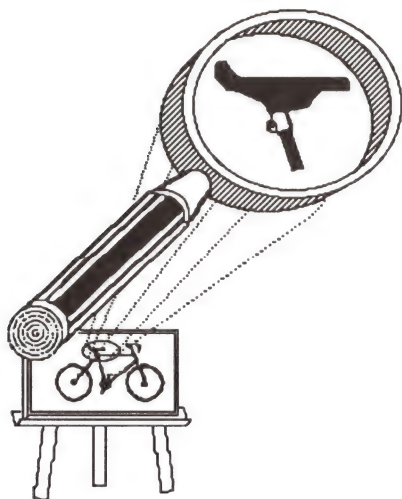
Once you have saved a document with Save As, any later changes are saved with Save. Each time you work on your document you must save before you close or quit if you want to keep your updated work.

Also, it is a good idea to save it periodically as you work to prevent loss of data should a problem occur. An electrical power surge or a system error that requires you to shut down are a couple of problems you could encounter that would cause you to lose any unsaved data or documents.

To save changes to your document, choose Save from the File menu.



Viewing



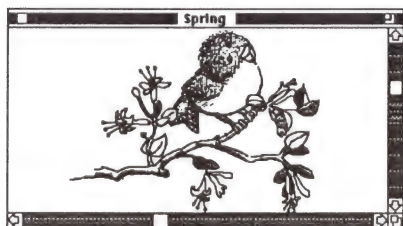
Before starting to paint, you need to know the many ways to 'look' at your paint document and how to set up the windows and palettes on the screen. There are three views you can get of your paint document: the Normal View, the Full View, and the Close-Up View.

Getting a Normal View

When you open a document, the view you see is the Normal View. It is a one dot to one dot view which means what you see is what you get when you print it. But because the Macintosh screen is not as big as your 8" by 10" paint document, only part of the document is visible.

Open

A normal view appears when you open a document. See "Getting Started" for instructions for opening documents.



Normal View



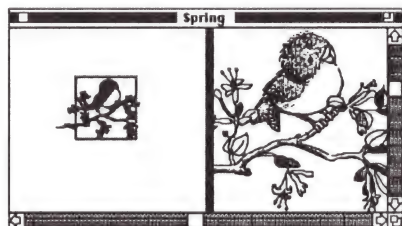
Pencil

You can return to Normal View from any other view by double-clicking on the **Pencil** icon. Double-clicking on the Pencil while in Normal View puts you in Fatbits 8 which is the most magnified of the close-up views. Fatbits is a Macintosh term for a magnified view. You may return to the normal view while in Fatbits by double-clicking on the pencil again. See "Drawing Lines and Shapes" for using the Pencil to draw.

Getting a Full View

To get a full page view of the 8" by 10" paint document, it must be shrunk to fit on the screen. The full page view allows you to see where your painting lies on the page and to adjust its placement.

There are three ways to get a full view, by using either Show Page, the Hand, or, the Magnifying Glass. With any one of these options, you get the same full view. On the left is the full view with a gray rectangle around the portion from which the normal view is taken. On the right is the normal view. You may use all of the tools on either view.



Full View (Show Page)

The pointer which moves on the screen as you move the mouse changes size in relation to the page view it is on. On the normal view screen, it is the normal size. On the full view screen, it shrinks proportionally to the view of the paint document.

The Macintosh term for a full view is Show Page.

Show Page

To get a full view with the Show Page command, choose **Show Page** from the **Goodies** menu. To return to normal view from Show Page, choose **Show Page Off** from the **Goodies** menu.

Viewing



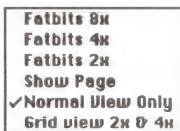
Hand

To get the full view with the Hand, double-click on the **Hand** icon. To return to normal view, double-click on the **Hand** again.



Magnifying Glass

To get a full view with the Magnifying Glass, click on the **Magnifying Glass** when the pop up menu appears, select **Show Page**.

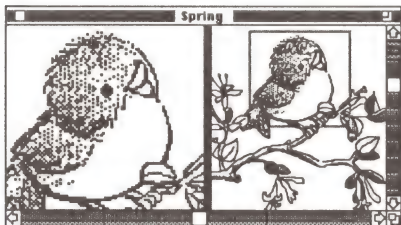


Getting a Close-Up View

The Macintosh term for a close-up view is Fatbits. There are three Fatbits views. Each view is focused on the portion of the normal view which was worked on last.

With any of the three Fatbits views, a double screen appears. On the left is the Fatbits view. On the right is the normal view with the gray rectangle around the portion magnified. You may use all of the tools on either view.

To get one of the Fatbits views, click on the **Magnifying Glass** when the pop up menu appears, select **Fatbits x2**. To change the size of the fatbits window move the cursor over the dividing line between the fatbits and normal screen. The pointer will change to a two headed cursor. Click down and drag the window to the desired size.



Fatbits 2 - Magnified 2 Times



Pencil

You can get into the Fatbits 8 view from the normal view by double-clicking on the **Pencil**. If you hold down the **Command** key, position the pencil pointer on the document and click, you get the current Fatbits view (identified on the **Magnifying Glass** icon) centered on that portion of the document.



To return to the normal view, press the **Command** key and click on the document. This description of the Pencil is only in relation to viewing. If you want to know how to use the Pencil to draw, see "Drawing Lines and Shapes" in the "Creating and Revising" chapter.

Fatbits

You may also choose **Fatbits** from the **Goodies** menu to get a Fatbits 8 view. To turn off Fatbits and return to the normal view, choose **Fatbits Off** from the **Goodies** menu.

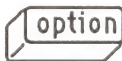
Moving Around in the Document

You can view a different portion of the paint document by using one of these methods: the Hand, the Grabbing Hand, Hot Borders, or the Scroll Bar.



Hand

If you wish the view to be on a different portion of the paint document, click on the **Hand** icon or hold down the **Option** key. Position the hand on the document, press the mouse and push the document around in the window until you find the view you want. This works on all the different views.



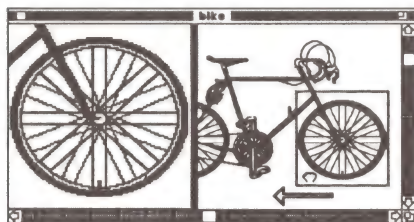
While working with any tool (except the Lasso), you may hold down the **Option** key to change to a hand for scrolling around in your document. When you release the **Option** key, it returns to your currently selected tool.



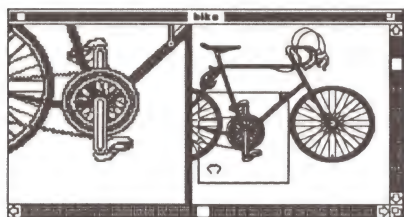
Grabbing Hand

If you are in Show Page or Fatbits view, a gray rectangle indicates the normal view.

To change the normal view while in Show Page or Fatbits: Click on the **Hand** icon or hold down the **Option** key. Position the pointer over the gray rectangle. The hand changes to a grabbing hand which may be used to pick up the gray rectangle. Drag the gray rectangle until it is over the desired view and release the mouse.



Drag gray rectangle with Grabbing Hand



New view after gray rectangle is moved

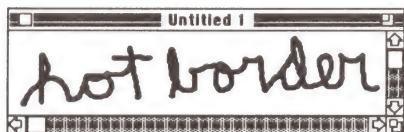
Scroll Bars

You can use the scroll bars on the bottom and right side of the window to scroll through your paint document. Drag the scroll box or click on the arrows to move the document.

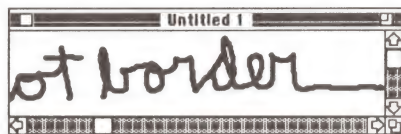
Hot Borders

Hot Borders is a computer term which means the document will automatically scroll when you draw, paint or extend a shape beyond the window's border. This allows you to draw an image bigger than the window without having to stop and scroll.

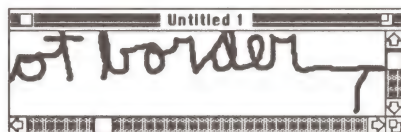
It also allows you to select a large area with the Marquee and to select and drag with the Lasso.



Using the Paint Brush



The document scrolls when the Paint Brush touches the right side of the window



The document scrolls again when the Paint Brush touches the bottom of the window

Adjusting the Page Layout

If you find your painting isn't where you want it on the page, you can adjust the page layout. This is especially helpful if you are drawing and find you've run out of space on one side of the document. You can adjust the placement of the entire painting on the page and give yourself more room where you need it.



Hand/Show Page

Choose **Show Page** in the **Goodies** menu to get a full view of your document. A double window appears. The left side is the full view.

Click on the **Hand** or hold down the **Option** key. On the full view side, position the hand anywhere except in the gray rectangle. Press the mouse and move the hand to push the painting around on the page. Release the mouse to set down the painting. You may repeat this procedure until you are satisfied with the placement.

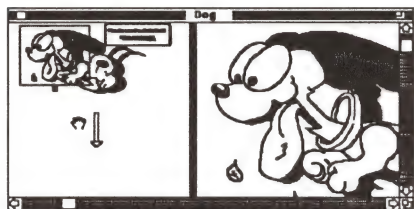
Caution: Be sure you are satisfied with the placement before you go on to another task. Because if you move any portion of the painting off the full view page (shown on the left side on the examples on the next page) it cannot be brought back once another task is performed.

Do not confuse moving the image on the page with moving the view which was discussed in "Moving Around in the Document". When you move with the hand inside the gray rectangle, you are just moving the view to see a different part of your painting. Moving with the hand outside the gray rectangle in Show Page, you are

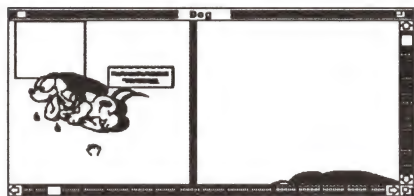
Viewing

changing the placement of the picture on the page. This is where you must be careful not to move part of your picture off the page and lose it.

The following examples show how to adjust the placement of your painting. Note in the second illustration, the painting is now centered on the page.



Using the Hand to adjust the image on the page



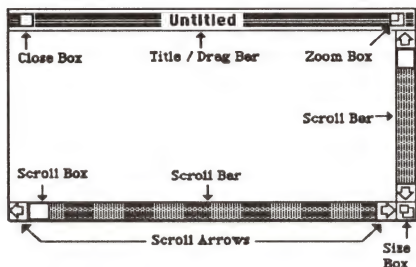
After the image is adjusted on the page

Don't worry that you can't see the painting on the right side. To get the picture back in the normal view, hold down the **Option** key, place the hand *inside* the gray rectangle and drag it back down to the picture.

Manipulating Windows

Because most Macintosh screens are only about half the size of a normal printed page, it's not possible to see the entire paint document at one time. The portion that you can see is viewed through a frame called a window.

The window can be resized or moved around on the screen. Even though the size and shape of the window can be changed to allow you to see more or less of the document, the window actually remains stationary over the paint document. When a different view of the document is desired, it is the paint document that is moved around beneath the window frame.



Title/Drag Bar

When you open a new paint document, it is titled *Untitled 1* until the document is saved with **Saved As** and assigned a name. The new name appears in the title bar.

You may also pick up and move the entire window by placing the pointer arrow on the edge of the title bar and dragging.

Close Box

Click on this box to close the window. If the document has not been saved and named, this message appears: **Save file "Untitled 1" before closing, Discard the changes to the file, or Cancel the close process.**

Closing a window does not quit the program. To Quit, you must use **Quit** in the **File** menu.

Size Box

By placing the pointer on the Size Box and dragging it diagonally, you can change the size of the window manually.

Zoom Box

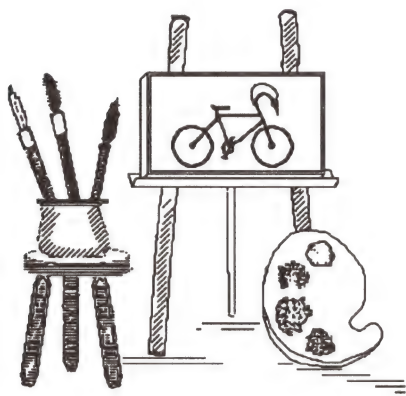
Clicking on this box makes the active window fill the entire screen. Clicking on the Zoom Box again returns the window to its previous size.

Scroll Bar

The scroll bars on the bottom and right side of the window allow you to move the paint document under the window frame. Drag the scroll box or click on the arrows.

See "Moving Around in the Document" for other methods for changing the view.

Creating and Revising



This section summarizes all the NuPaint tools you need to create and revise a paint document. The following tools are organized according to the general task in which you use them.

Painting

The painting tools are the Paint Brush, Spray Can, Masking Tape, and Pour Paint. They allow you to paint in the current pattern. To change the current pattern, click on any of the other patterns in the pattern palette. See "Using Advanced Techniques" for more information about changing patterns.

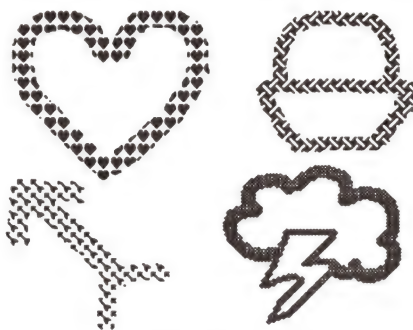


Paint Brush

Select the Paint Brush tool at any time with a single click on its icon just as all the other tools are selected.



Make freehand strokes by pressing the mouse button and moving the mouse. When your paint stroke moves beyond the edge of the screen, the paint document scrolls until you release the mouse or reach the edge of the document. A click makes a single dab of paint.



Freehand Paint Brush Strokes

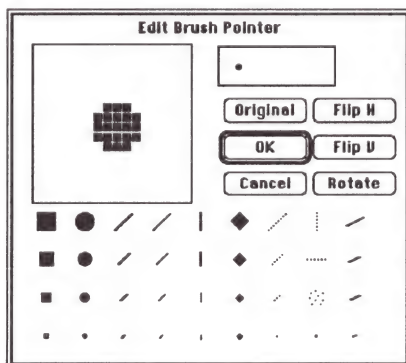
Constraining

Holding down the Shift key just as you begin a paint stroke causes the stroke to be constrained to a vertical or horizontal line depending on the direction you began.



Brush Shape

The brush shape can be changed by choosing Brush Shape from the Goodies menu. Brush Shape may also be accessed by double-clicking on the Paint Brush icon.



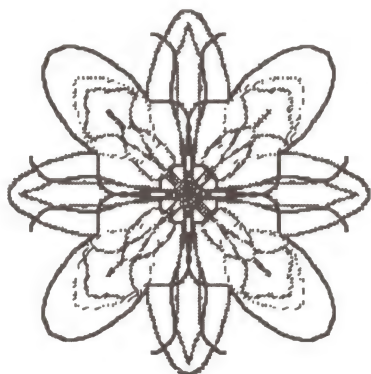
The large box that appears at the top of the Edit Brush Shape menu is the edit screen which gives a close-up (Fatbits) view of the brush shape. A normal view of the brush shape is shown to the right of the edit screen.

Creating and Revising

To select a standard shape, click on any brush shape from the palette of brush shapes which appears below the edit menu. When you select a shape, it becomes outlined.

To edit a brush shape:

- Move the pointer to the edit screen. It becomes a pencil which can be used to add or erase dots.
- Change the brush shape as desired. If you click on a black dot, it becomes white. If you click on a white dot, it becomes black.
- You may do one of the following:
 - Click OK when you have selected the shape you want. You are returned to your paint document. Or, you may also use the Enter key or Return key to accept your selection and return to your paint document.
 - Click Original if you wish to keep your original brush shape or start editing again.
 - Click Cancel if you wish to return to your paint document and keep your original brush shape.
 - Click Flip Horizontal to swap the cursor shape from left to right.
 - Click Flip Vertical to swap the the cursor shape from top to bottom.
 - Click Rotate to rotate the cursor shape counter clock wise.



Choose Brush Mirrors from the Goodies menu. Click on any or all of the Mirror lines to turn on the reflection. To turn any off, click on them again.

When you have set the mirror as you want it, click OK. To turn all the mirror lines off, click None.



Spray Can

The Spray Can works like the Paint Brush except it lays down a mist-like layer of paint. The slower you move the Spray Can the more concentrated the spray and the faster you go the lighter the spray.



Mode

Use the Mode menu to change the paint mode. Paint mode determines how the paint appears against the existing background. See "Using Advanced Techniques" for more information.

Brush Mirrors

Brush Mirrors make symmetrical designs that reflect the strokes of the Paint Brush. It's fun to experiment with this tool. You can make elaborate designs with just a few strokes. No artistic skill is necessary for this feature.

Constraining

Just like the Paintbrush, the Spray Can is constrained to horizontal or vertical strokes by holding down the Shift key.

Spray Can Shape

To change the shape of the Spray Can pointer, choose Spray Can Shape in the Goodies menu or double-click on the Spray Can icon. The Spray Can menu works just like the Brush Shape menu.

Speed=9



Spray Can Speed

The spray speed which controls the density of the spray is adjusted at the bottom left corner of the screen. Click the F arrow to make the speed faster and click the S arrow to make the speed slower. The spray speeds range from 1 to 9. You may also use the numeric keys to enter these speeds.

Mode

Use the Mode menu to change the paint mode. Paint mode determines how the paint appears against the existing background. See "Using Advanced Techniques" for more information.

To spray paint a specific area, use the Masking Tape which is described next.



Masking Tape

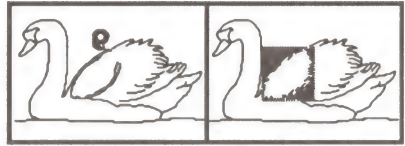
House painters use masking tape to eliminate drips and splatters. In the same way, use this tool to confine your paint to a specific area. The Masking Tape can be used with the Spray Can and all other tools except for the lasso and marquee. It can also be used with the Fade and Mix Screen options in the Goodies menu.

You can use the Masking Tape in two ways: to protect the area enclosed by the tape or to protect the area outside of the taped area.

Masking Around an Area

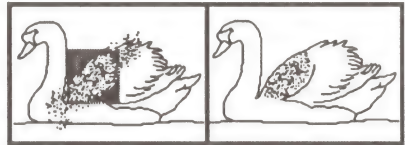
To use the Masking Tape, click on the Masking Tape icon and a pop up menu appears, select **Tape Around**. Position the pointer where you want to begin taping. Press the mouse button and carefully tape around the area to be painted. When you release the mouse, the ending point of the tape snaps to the beginning point forming an enclosed area. If the tape isn't down the way you want it, just click on the Masking Tape and try again.

Add to Mask
Remove All Tape
Tape Over
Tape Around



Release the Masking Tape — it snaps closed

When you click on another selection after using, for example, the spray paint, the tape is peeled off and any stray paint outside the taped area is removed. In the case of the Fade and Mix options in the Goodies menu, it would be any stray fading or mixing outside the tape that is removed.



Paint outside the tape is lifted off



Constraining

The tape is constrained to horizontal or vertical lines by using the Shift key or the Grid in the Goodies menu. If you want to protect the outside of an area, take care not to press the Shift key until after the Masking Tape is being laid down. See the next page for how to use the Shift key to cause the Masking Tape to protect the inside of an area.



If you hold down the Command key as you use the Masking Tape, a rubber band line extends from the starting point and follows the pointer. Release the Command key to set the line in place. Repeat this procedure for each line of masking tape.

Masking Off Multiple Areas

You may wish to mask off more than one area at a time. Click on the Masking Tape icon and select **Add to Mask**. Another taped area can then be added to what you have already masked off.

Masking Over an Area

Sometime you may want the area enclosed by the Masking Tape to be protected and the area outside changed. click on the Masking Tape icon

Creating and Revising

and select **Tape Over** from the pop up menu. When you release the mouse the gray area is on the inside of the Masking Tape.



Shift/Masking Tape — it covers the object



Remember, after the first click, the Shift key or Command key can be used to constrain or rubber band the Masking Tape. This should make outlining the object easier.

It may look as if the fish is lost in the waves. But when another tool is clicked, the tape is peeled up and like magic the fish reappears!



Paint on the tape is lifted off

Erasing and Trimming

If you make a mistake while painting, don't despair. Erasing mistakes is easy. Want to start all over? Use Revert, Clear or Eraser. Do you want only a small portion of the document reverted? Use Revert Eraser. Or, do you want to just eliminate that last mistake? Use Undo.

For erasing large areas, use Clear with a selected area or use the Eraser. To do touch up and trimming dot by dot, you can use the Pencil, Paint Brush, Razor, or Trowel.



Pour Paint

This tool allows you to fill an enclosed area with the current paint pattern. Click Pour Paint. Position the pointer over the area to be filled and click. If there is a gap, the paint will leak into other areas. If this happens, use Undo in the Edit menu to erase the fill. Then close the gap before trying again.



Pour Paint into area with gaps — it leaks out



Close the gaps to prevent leaks



Undo and Redo

Undo reverses the last action you performed. If you erased a line, it will put it back. If you drew a line, it will erase it. If you used a fill or moved an area, it will change it to the way it was before. It is important to remember that Undo will only undo the very last action performed. The Tilde key shown on the left may be used as a short cut for Undo.

To use Undo, choose it from the Edit menu. If you decide the undo wasn't really what you wanted, you can use Redo in the Edit menu to change it back.

Clear

To use Clear, you must select the area to be cleared by using the Lasso or the Marquee. See "Using Advanced Techniques" for more information.

When you have the area selected, choose Clear from the Edit menu or press the Backspace key (or Delete key depending on your keyboard). If you don't like the results, use Undo to bring it back and then start over.

Revert

If you wish to change your paint document back to its last saved version, choose Revert in the File menu. Revert wipes out all changes that have been made to your document since it was last saved with Save or Save as. If it has not previously been saved, Revert cannot be used.



To change a small portion of your document back to its last saved version, choose Revert Eraser from the File menu or press the Command  key as you click on the Eraser icon. Position the Revert Eraser on the portion you wish to change, press the mouse button and carefully move the eraser over the area. The area will be 'erased' back to the last saved version.



Before Revert Eraser Using Revert Eraser

In the example above, in using Pour Paint the paint leaked through the gaps onto the girl's face. Closing the gaps would be undesirable so the Revert Eraser is used to change the face back to its original pattern.

You may constrain the Revert Eraser to a vertical or horizontal movement by holding down the Shift key as you use it.

The Revert Eraser can be quickly resized by using the control arrows at the bottom of the tool palette.



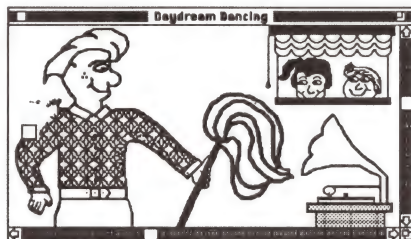
Eraser

The Eraser is like a chalkboard eraser. It works well for erasing large, easy-to-get-to places but doesn't work as well for dot by dot erasing.

To erase the entire screen, double-click on the Eraser.

To erase a specific area, click on the Eraser. Position the eraser where you wish to begin erasing. Press the mouse and carefully move the eraser over the area. If you make a mistake, choose Undo in the File menu and then start over. You may constrain the Eraser to a vertical or horizontal movement by holding down the Shift key as you use it.

The Eraser can be quickly resized by using the arrows at the bottom of the tool palette



Using the Eraser



Pencil Eraser

The Pencil can be used to erase as well as draw. When it is clicked on a black dot, it flips over to the eraser and erases the dot. The Pencil Eraser is handy when used with Fatbits in the Goodies menu for touch up to your painting. You may constrain the Pencil Eraser to a vertical or horizontal movement by holding down the Shift key as you use it.



Erasing with the Pencil

Erasing with Paint Brush



Paint Brush for Erasing in Tight Spots

The Paint Brush can be used to erase by selecting the white pattern. This is helpful because you can choose a small brush shape to get into tight spots. It offers an alternative to the resizable Eraser and the tiny Pencil Eraser.

Click Paint Brush. Click on the white pattern in the palette at the bottom of the screen. Choose Brush Shape from the Goodies menu or double-click on the Paint Brush icon. Click on the desired brush shape and click OK. The pointer is now white. Erase by positioning the pointer in the area to be erased, press and carefully move the mouse. If you make a mistake, choose Undo from the Edit menu.

Creating and Revising

You may constrain the Paint Brush to a vertical or horizontal movement by holding down the Shift key as you use it.

Drawing Lines and Shapes

The Pencil, Straight Line, and Region allow you to draw freehand. The Rectangle (and Square), the Rounded Rectangle (and Rounded Square), the Oval (and Circle) and the Polygon are the standard shape tools. All tools are selected with a single click on their icon in the tool palette.



Pencil

Draws freehand lines. The Pencil draws black if the first click is on a white dot. If the first click is on a black dot, the Pencil becomes an eraser and draws white on black. Click on the Pencil icon. Press and move the mouse to draw lines. To end the line, release the mouse. Use the Shift key to constrain the pencil line to a horizontal or vertical line.



Draw black on white Draw white on black



Straight Line

Draws straight lines. Click on the Straight Line icon. The pointer becomes a crossbar. Position the crossbar at the desired beginning point and click the mouse. A rubber band line extends from that point and follows the crossbar. Position the crossbar where you want to end the line and click to lay down the line.

The Straight Line draws in the current Frame pattern. To constrain the line to a horizontal, vertical, or 45 degree angle, hold down the Shift key as you place your line.

See "Drawing Techniques" following "Drawing Lines and Shapes" for more information.



Rectangle and Rounded Rectangle

The Rectangle draws rectangles and squares. The Rounded Rectangle draws rounded rectangles and rounded squares.

Click on the Rectangle or Rounded Rectangle icon. Position the pointer where you wish to begin and click. Adjust the size and shape of the rectangle by moving the pointer. When you are ready, click to place it.

To draw a square or rounded square, press the Shift key before you lay down the first point.

The rectangle draws in the current fill and/or frame pattern. If the fill option is selected, the rectangle is filled with the current pattern. If the fill and frame options are selected the rectangle is filled and framed. If only the frame is selected, you have a framed, hollow rectangle. Either fill or frame or both must be selected.



Filled and Framed



Filled



Framed

See "Drawing Techniques" following the "Drawing Lines and Shapes" section for more information.



Oval

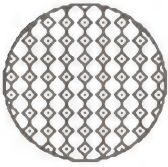
Draws ovals and circles.

Click on the Oval icon. Position the pointer where you wish to begin and click. Adjust the size of the Oval by moving the pointer. When you are ready, click to place it.

To draw a circle, press the Shift key before you lay down the first point.

The oval draws in the current fill and/or frame pattern. If the fill option is selected, the oval is filled with the current pattern. If both the fill and frame options are selected, the oval is filled and framed. If only the frame is selected, you have a

framed, hollow oval. Either fill, frame, or both must be selected.



Framed/Filled Circle



**Framed Oval with
resized Pointer**

See "Drawing Techniques" following the "Drawing Lines and Shapes" for more information.

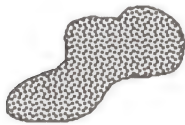


Region

Draws freehand enclosed areas.

Click on the Region icon. Position the pointer where you wish to begin then press the mouse button and draw. Release to finish. A line will snap from the point where you released the mouse to the beginning point.

The Region draws with the current Frame pattern. If the Fill tool is selected before you draw, the Region is also filled with the current fill pattern. If the Fill tool is not selected, the Region is hollow.



Filled Region



Hollow Region



To constrain part of the line to be horizontal or vertical, press the Shift key when you wish to constrain it. When you release the Shift key, the line becomes a freehand line again.



To make the region line into a rubber band line, hold down the Command  key as you draw the region. A rubber band line extends from the current position. Position the rubber band line where you want it. When you release the

Command  key, that part of the line is set in place and the region is a freehand line again.

See "Drawing Techniques" following the "Drawing Lines and Shapes" for more information.

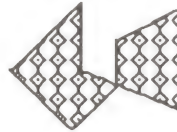


Polygon

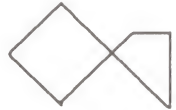
Draws polygons which are areas that are closed and bounded by straight lines.

Click on the Polygon icon. Position the pointer where you wish to begin, then click. A rubber band line follows the pointer. Click to place the line and continue to place and click until you have finished. Then double-click. A line will snap from the ending point to the beginning point.

The Polygon draws in the current Frame pattern. If the Fill tool is selected before you draw, the Polygon is also filled with the current fill pattern. If the Fill tool is not selected, the Polygon is hollow.



Filled Polygon



Hollow Polygon

See the following "Drawing Techniques" for more information.

Drawing Techniques

There are several features which the drawing tools have in common. The Frame and Fill, and the Draw Center or Corner are options that are used with the drawing tools. The Repeat and Pointer Control Box and the Mode menu are also available with most drawing tools.

Frame and Fill



The Frame and or Fill is indicated by the current shape tool icons as to whether the shape tool draws in the current frame or fill pattern or both. The frame can be turned off by clicking on the fill pattern box to move the active selection triangle over the box. Next click on the pattern selection box and holding the mouse down. A pop up

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menu appears will the fill patterns. Select the fill pattern marked **nil** to turn the fill off. The shape icons on the tool palette should go hollow at this time. The same procedure can be followed to turned of the frame pattern.



The fill and frame option can also be changed by double clicking on the shape icons.

If the fill option is selected, the shape is filled with the current pattern. If both the fill and frame options are selected, the shape is filled and framed. If only the frame is selected, you have a framed, hollow shape.



Fill and Frame Fill Only Frame Only

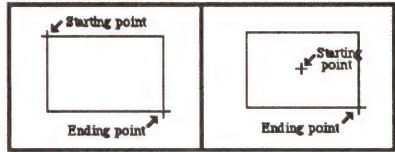
The Pencil does not use the Frame or Fill pattern. The Straight Line uses the Frame pattern only. The Rectangle, Rounded Rectangle, Oval, Region, and Polygon use either the Frame or Fill or both.

Increasing the pointer height and width affects the shape of the Frame. You may also change or edit the current Frame and Fill patterns. See "Using Advanced Techniques" for more details.

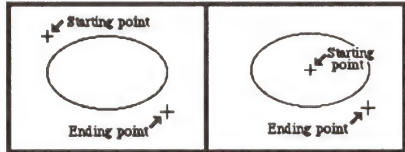


Corner or Center

The shapes and lines are drawn from the Corner or Center. Drawing from the Corner means the line or shape is drawn from the starting point and follows the direction of the pointer. Drawing from the Center means the starting point becomes the center and the line or shape moves outward from that point.



Draw Rectangle from Corner and from Center



Draw Circle from Corner and from Center

To use this tool, click on the Corner or Center icon. It toggles from one to the other. It is used by the Straight Line, the Rectangle, the Rounded Rectangle, and the Oval.

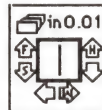
Pointer Height and Width

The pointer is the small shape on the screen that follows the movement of the mouse and shows where your next action will take place. Changing the height and width of the pointer results in a thicker or smaller stroke or frame.



All of these strokes were made with the same setting

The pointer height and width control appear in the box in the lower left corner of the screen.



To increase the pointer height, click the up H arrow. To decrease the pointer height, use the down arrow. To increase the pointer width, click the right W arrow. To decrease the pointer width, use the left arrow. All the drawing tools, except the pencil, allow you to change pointer height and width.



Change Pointer Size on All Tools

Each tool may have its own pointer size. When you change the pointer size on one tool, it does not change the pointer size on all the other tools. If you want to change the pointer size on all the tools at the same time, press the Command  key as you make the change.



Copy Pointer Size to Next Selection

The pointer size of the last tool used may be copied to the next tool selected if the Command  key is held down when clicking on the tool.

Repeat

Repeat allows you to repeat a line or shape at designated intervals.

Before you begin, decide if you want the line or shape to be repeated by moving it from its corner or its center. Click on the Corner or Center icon in the tool palette to designate one or the other.

Also, decide how far apart you want the repeats to occur and then designate the distance for the repeats in the Repeat Control Box at the bottom left corner of the screen. See more on this on the next page.



To repeat a line or shape, press the mouse to begin drawing and then press and release the Command  key. As you move the mouse, the line or shape is repeated. The repeating pattern stops when the mouse is released.



Oval with tall and wide pointer



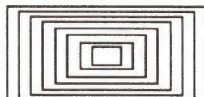
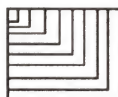
Region with wide pointer



Filled Polygon with tall pointer



Corner Repeats Center Repeats



The repeat feature is used with the Straight Line, the Rectangle, the Rounded Rectangle, and the Oval. It is also used with areas selected with the Lasso and the Marquee.



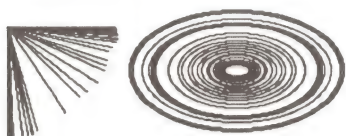
The line or shape is repeated according to the designated units displayed in the Repeat and Pointer Control Box.

To increase the space between repeats, click the F arrow. To decrease the space, click the S arrow. To change the units displayed, choose Rulers from the Goodies menu. See "Using Advanced Techniques" for more information about the Ruler.

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The keyboard numbers may be used to increase the units displayed by increments of 10 dots. When the keyboard numbers are used, the current unit of measurement displayed is a conversion of the 10 dot increments. For example, pressing 2 would increase repeat distance to 20 dots. If display is in inches, the conversion to inches would be .27.

If the unit setting equals less than 10 dots, the repeat pattern varies according to how fast you move the pointer and the setting represents the minimum distance between repeats. If the unit setting equals 10 dots or more, the distance between repeats matches the unit setting regardless of how fast you move the pointer.



Repeats with setting less than 10 dots



Repeats with setting at 10 dots or more

In the example above, the straight lines are drawn from the corner and the circles are drawn from the center. The lines are drawn at every .41 of an inch (30 dots). The circles are set to repeat at every .13 of an inch (10 dots). The bicycle wheel in the center uses the two techniques together. To complete the bicycle, all you would have to do is Pour Paint in the wheel.

Mode

The Paint Mode determines how the drawing tools look against the existing background. Paint Mode is used by the painting and drawing tools as well. See "Using Advanced Techniques" for more details.

Adding Text

Text can be added any place on your paint document. A variety of fonts, font sizes, styles, and paint modes are available to customize the text to fit your needs.

Text consists of readable keyboard characters you may place on your paint document. The text style, font, font size, and mode can be changed until you click with the mouse. After you click, the text becomes a set image. To change it after it is set, you can use the other tools just like you would on other paint images.



Click on the Text icon. Position the pointer where you wish to begin typing and click. A blinking insertion point appears. Begin typing. There is no automatic wrapping of words from one line to the next. Press the Return key to move to the next line.

You may continue typing past the border of the screen and then scroll to view your typing. However, it is possible to type past the edge of the paint document and lose that text.

If you make a mistake, you can:

- Erase characters just entered by backing up with the Backspace key.
- Erase everything from your last insertion point to the current insertion point by using Undo in the Goodies menu.
- Erase set text by clicking on the Eraser icon and carefully using the eraser. See "Erasing and Trimming" for other ways to erase.
- Clear the screen by double-clicking on the Eraser icon.

Helpful Hints

- If you choose Grid On in the Goodies menu before you begin your text, it makes it easier to align text should you have to go back later and make corrections.
- To fill text with a pattern, choose Outline from the Style menu and a large font size like 24 from the Size menu. When you have finished entering your text, use the Pour Paint tool to fill each character with the desired pattern.

To change the Mode, Font, Size, or Style, drag down that menu, choose the desired selection and release the mouse. The change affects everything typed from your last insertion point to your current insertion point.

Mode

The Paint Mode determines how the text looks against the existing background. The Paint Mode menu is used by the painting and drawing tools as well. See "Using Advanced Techniques" for more details.



You can change the Font without using the menu by holding down the Command  and Shift keys and pressing the < or > key. This allows you to scroll through the fonts and see the results to your text.

Chicago
Courier
Geneva
Helvetica
Monaco
Times



The font size can also be changed without using the menu by holding down the Command  key and pressing the < or > key. Scroll through the different sizes until you find the one you like. The best font sizes for printing are outlined in the Size menu.

9 point

10 Point

12 Point

14 Point

18 Point

24 Point

36 Point

Style

Any combination of styles may be chosen. Open the Style menu and make a selection with the drag and release method. Repeat this for each style you wish to use. Those selected are shown with a check mark. To turn off a style, open the Style menu and select that style again. Choosing Plain Text clears out all other style choices.

Plain
Bold
Italic
Underline
Outline
Shadow
E x t e n d
Condens

Left text enters to the left of insertion point

Center text centers around insertion point

Right text enters to the right of insertion point

Selecting an Image

The Lasso and Marquee tools are used to select an image for moving, cutting, copying, pasting, clearing, or repeating on your paint document. They can also be used to copy and paste an image to another paint or text document.



Lasso

The Lasso allows you to select an image for the purpose of moving, cutting, copying, pasting, or repeating it. Instructions for these specific tasks are given at the end of "Selecting an Image" description.

The Lasso tightens around the outline of the image so only the image itself is selected. This allows you to select an odd shaped image without getting the surrounding background as well.

Click the Lasso icon. Position the Lasso close to the image and by pressing and moving the mouse draw the lasso around the image.

Creating and Revising



Select with Lasso

Release the mouse and the Lasso noose tightens around the image and blinks. If the selection isn't what you want, press **Esc** and try again.



To constrain part of the lasso to be a horizontal or vertical line, press the Shift key when you wish to constrain it. When you release the Shift key, the lasso becomes a freehand line again and the line snaps to the pointer.



Release and Lasso shrinks around image

Once you have selected an image, you may move, copy, cut, paste or repeat it. Instructions for doing each of these tasks appear in the following pages. The following example shows the selected image moved.



Selected image moved

If you want to include the background, hold down the Option key as you draw the lasso. This prevents the lasso from shrinking to fit the object.



Select Lasso with Option key to keep white space

In the example above, note use of Command **⌘** key to rubber band lines through tight spots. A rubber band line extends like a rubber band from the last placed point and follows the pointer, making it easy to place straight lines.



To make the lasso line into a rubber band line, hold down the Command **⌘** key as you draw the lasso. A rubber band line extends from the current position. Position the rubber band line where you want it. When you release the Command **⌘** key, that part of the line is set in place and the lasso is a freehand line again.

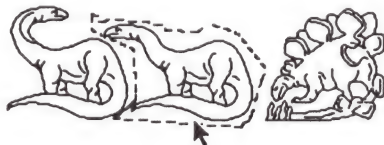


Image selected with white space



Image and white space moved

In the example above, note how the selected white background is moved with the image.

To select all the images on the normal screen, double-click on the Lasso icon.



Marquee

With the Marquee, a rectangular area or image can be selected for moving, cutting, copying, pasting, or repeating. Instructions for these specific tasks follow the Marquee description.

In addition to the tasks just mentioned, you may also stretch an area selected with the Marquee. Instructions for stretching an area are given at the end of the Marquee description.

You may also change the paint mode and use the Special Effects and Smoothing tools on the selected area. "Selecting a Paint Mode", "Using Special Effects" and "Smoothing" tools are described later in "Using Advanced Techniques".



Unlike the Lasso, the Marquee does not tighten around the borders of the image. However, if you wish it to shrink to the smallest rectangle that will fit around the image, hold down the Command key as you create the Marquee.

Click the Marquee icon. Position the pointer at the corner of the area or image to be selected. Drag the pointer to the opposite corner of the desired area. A blinking rectangle expands to follow the pointer. Release the mouse button to select the area. The marquee continues to blink until a task is performed on the selection or until you click outside the marquee.



Image selected with the Marquee

To select all the images on the normal screen, double-click on the Marquee icon.

When the pointer is placed on the selected area, the pointer becomes a four-way arrow and the image may be moved.

Stretching a Selected Area

The selected area may be stretched horizontally, vertically, or diagonally. This changes the appearance of the image.

To stretch, move the pointer to the border of the blinking Marquee. The pointer appears as horizontal, vertical, or diagonal arrows. Drag the arrows in the direction you wish to stretch it. Release the mouse button. You may continue to stretch or perform other tasks on the selected area until you click outside the image to set it.



Pointer for stretching vertically or horizontally



Pointer for stretching proportionally

Move, Cut, Copy, Paste, or Repeat

When the image is selected with either the Lasso or Marquee described in the previous pages, you may do any of the following tasks:

Move a Selected Image

- Position the pointer on the image.
- Drag the image to the desired location.
- Release the mouse. The image is still selected so if it isn't exactly where you want it, pick it up and move again.
- Click anywhere outside the image to set it in place.
- To move the selected image one dot at a time, you may use the Nudge commands in the Edit menu or use the arrow keys.

Cut Out a Selected Image

- Choose Cut from the Edit menu.
- The selected image is erased.
- If you decide you want it back, choose Undo in the Edit menu before you do anything else.

Copy a Selected Image;

- Choose Copy from the Edit menu.
- The selected image is copied to the clipboard.
- Use Paste described next to place the copy where you want it.

Paste a Copy of the Selected Image

- You can paste to the same document or choose Open or New in the File menu to paste to another document.
- Copy a selected image to the clipboard as described above.
- Choose Paste from the Edit menu.
- The blinking image is placed on your document.
- Place the pointer on the image.
- Drag the image to the desired location.
- Click anywhere outside the image to place it.

Place a Single Copy

- Place a single copy by holding down the Option key, positioning the pointer inside the image, and single-clicking. Release the Option key and drag the image away to see the copy.
- The image remains selected until you click outside the image.

Repeat the Selected Image

- Press the Command key and position the pointer on the selected image.
- Drag the image in the direction you want it to be repeated. It is repeated according to the units designated on the Repeat Control Box in the lower left corner of the screen.
- See "Repeat" documentation in "Drawing Techniques" described earlier for information on setting repeat distances.



Repeat with setting at 1 inch



Repeat with setting at .5 inches

From the Clipboard Menu

The nice feature of the Macintosh is What You See Is What You Get (WYSIWYS). However the printers do not make this work as well as it should. The problem is that the screen is 72 dots per inch and the LaserWriter is 300 dots per inch, which does not divide into by 72 and results in a banding effect on the printout. Therefore, the paint document need to be reduced for the best printout. Products like PageMaker dose not show the exact percentages. By selecting a reduction you get the best printout for that device. Below are two squares with a gray fill pattern. The one on the left is with no reduction. The square on the right is reduced to 96%. Note the difference in the banding effect.

100%



96%



Auto Retrieve From Clipboard

No Reduction Of Clipboard
50% Reduced: ImageWriter
96% Reduced: LaserWriter
72% Reduced: LaserWriter
48% Reduced: LaserWriter
24% Reduced: LaserWriter

Auto Retrieve From Clipboard

- When this selection is active, NuPaintDA checks the clipboard when it is started. If there is a picture on the clipboard, it is automatically pasted into the current document. This saves the paste step. If an item is pasted which you do not want, just press the delete key.

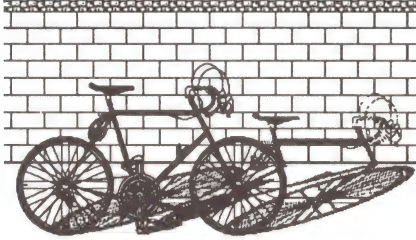
No Reduction Of Clipboard

- Do not reduce the marquee or lasso when pasting it to the clip board. This is the normal way information is pasted to the clip board.

% Reduced

- 50% Reduced: This is the best selection for an Image Writer.
- 96%, 72%, 48% or 24% Reduced: This is the best selection for a LaserWriter.

Using Advanced Techniques



Using the special aids and advanced techniques in this section, you can give your painting pizzazz. Even though we call them advanced techniques, there's nothing hard about using them. They are optional features. Some are more sophisticated than others but nonetheless — easy to use. Experiment. Find out the many possibilities.

Constraining

The Constraining tools help you place a line, shape, or text accurately.

Grid

This tool is an invisible grid which causes any point placed on the document to be constrained to one of its invisible grid points. It is helpful to turn on the Grid before entering text because if you make a mistake the grid makes it easier to align new text with old.

The points on the grid are set in units of 8 pixels or dots. To change the unit setting on the Grid points, choose **Preferences** in the **File** menu and specify the desired units.

Choose **Grid On** from the **Goodies** menu. To turn off the grid, choose **Grid Off** from the **Goodies** menu.



Shift Key

The Shift key is used with many of the tools to constrain placement of lines, shapes, and text to a vertical or horizontal direction. See the description of the specific tool for instructions for using the Shift key. For information on other ways the Shift key is used, see the "Shortcuts Summary" illustration in the "Quick Reference" section.

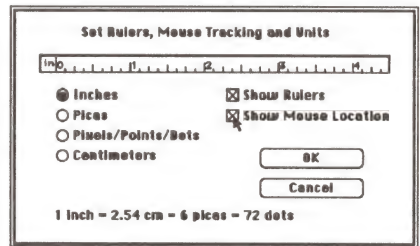


Command key

The Command key is used with the Lasso and Masking Tape to constrain movement by changing the line into a rubber band line. A rubber band line is a line that extends from the last inserted point to the pointer. It "stretches" and follows the movement of the pointer.

Ruler

The Ruler shows where the pointer is on the document. Choose **Ruler** from the **Goodies** menu.



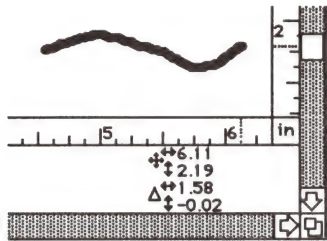
The Ruler dialog box allows you to change the units of measure displayed on the Ruler, the Mouse Location Box, and also the Repeat/Pointer Control Box that appears with some of the tools. The units of measure are **Inches**, **Picas**, **Pixels/Points/Dots**, and **Centimeters**. A conversion table is shown on the menu.

To change units of measure, position the pointer on the circle next to the desired units and click. A dark dot shows the current selection.

You may choose to **Show Rulers** and/or **Show Mouse Location**. Click in the box next to the desired selection. An X shows the current selections.

When **Show Rulers** is selected, a vertical ruler appears on the right side of the screen and a horizontal ruler appears on the bottom of the screen. A line on each ruler follows the location of the pointer on the document.

Using Advanced Techniques



Mouse Location Box and Show Rulers

The **Mouse Location Box** in the lower left of the screen indicates the current pointer location.

- The top two numbers are the current coordinates that show where the pointer is on the document in relation to the upper left corner. The first number shows horizontal movement and the second shows vertical movement.
- The next two numbers are the current coordinates that show where the pointer is in relation to the last point placed on the screen. The first number shows horizontal movement and the second shows vertical movement. These numbers are only displayed when the mouse button is pressed.

Selecting a Paint Mode

The **Mode** menu provides a choice between eight paint modes. The paint mode determines how the paint or text appears against the existing background. Additional modes are available when the **Shadow** tool is used. See “Shadow” at the end of “Using Advanced Techniques” for information about the paint modes used with the **Shadow** tool.

Open the **Mode** menu and select a paint mode. A check mark indicates the current mode. To leave one mode, select another.

Change Paint Mode for All Tools

To change the mode for all the tools at one time, hold down the **Command** key as you make your selection.

- Copy
- Overlay
- Invert
- Erase
- reverse-Copy
- reverse-Overlay
- reverse-Invert
- reverse-Erase

The examples on the following pages show how the paint mode transfers paint to the document. The current fill pattern is shown below. In the examples, each paint mode uses **Text**, the **Paint Brush** and a **Rectangle** against a white, light gray, and black background.



Fill Pattern



White Light Gray Black
Backgrounds

A line of text, a brush stroke, a rectangle, and a marquee selected image will be placed on these three backgrounds in the following pages. This shows the effect of the paint modes with these four types of painting.

text	text text text text text text
brush	
rectangle	
marquee	

Using Text in each Paint Mode

The following examples show text used in each of the paint modes on a background of white, gray, and black and provide a short description of each paint mode.



Copy

Copies over the background. Replaces old with new.

Copy Copy Copy Copy Copy Copy Copy



Overlay

Layers on top of background. Doesn't replace old.

Overlay Overlay Overlay Overlay Overlay



Invert

Changes black to white and white to black.

Invert Invert Invert Invert Invert



Erase

Erases background that it touches.

Erase Erase Erase Erase Erase



Reverse-Copy

Reverse of Copy. Copies in the reverse color.

Not-Copy Not-Copy Not-Copy Not-Copy



Reverse-Overlay

Reverse of Overlay.

Not-Overlay Not-Overlay Not-Overlay Not-Overlay



Reverse-Invert

Reverse of Invert.

Not-Invert Not-Invert Not-Invert Not-Invert



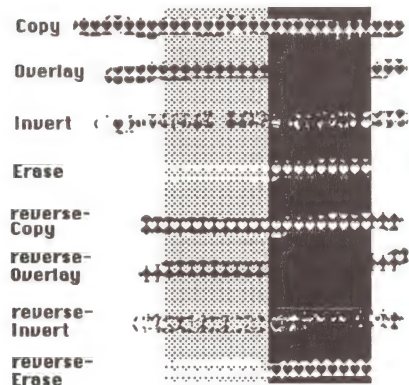
Reverse-Erase

Reverse of Erase. This is like using a white paper stencil. The background only shows through where the letters are cut out.

Not-Erase Not-Erase Not-Erase Not-Erase

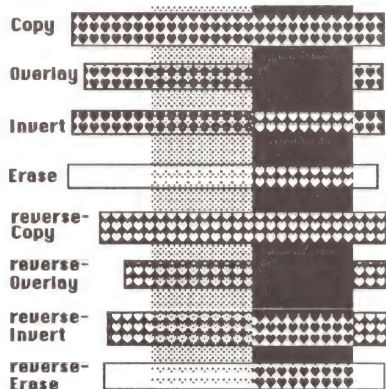
Using the Paint Brush in each Paint Mode

These examples show the Paint Brush used in each Paint Mode on a background of white, gray, and black.



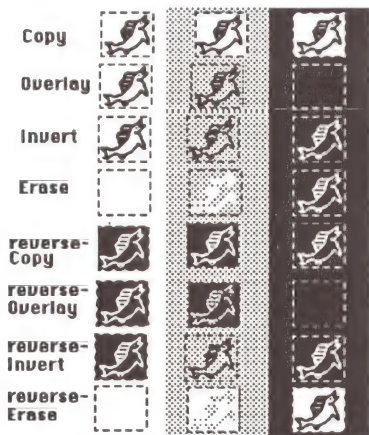
Using Filled Rectangle with each Paint Mode

These examples show a rectangle filled with a heart shaped pattern and a black frame used in each Paint Mode on the three backgrounds. The frame is not affected by the Paint Modes.



Using the Marquee with each Paint Mode

These examples show a marquee selected area (fish) copied in each Paint Mode onto the white, gray, and black backgrounds. Because in some modes the image is not visible against all of the backgrounds, a dotted outline shows where the shape is located.



Smoothing

The smoothing tools include the Mixing Bowl tool and the Fade and Mix options in the Goodies menu. These tools are used to lighten and smooth the paint document.

As an example, if you enlarge a digitized drawing each single dot is multiplied twice or four times. This makes the drawing appear darker and each group of dots stands out too prominently when printed. You can use the Fade options to remove some of the dots and lighten the drawing.

The Mix options and the Mixing bowl tool stir up the dots to give the drawing a smoother appearance. In this example, you could also use the Razor and Trowel afterwards to clean up stray dots. See "Erasing and Trimming" for more information about using the Razor or Trowel.



Before Smoothing

After Smoothing

This introduction gives you information that is general to all the Smoothing tools. See the specific tool descriptions that follow for how to use each tool.

The Fade and Mix Options may be used with an area or image selected with the marquee or masking tape. If an area or image is not selected, the Fade and Mix options affect the entire paint document.

As a reminder, if you are not satisfied with the results of the smoothing tools and wish to return to your original version, use **Undo** in the **Edit** menu to undo the last command.

To change it all back to the last saved version, choose **Revert** in the **File** menu.

In addition, if you want to revert only a part of the paint document back to its original version:

- Either choose **Revert Eraser** from the **File** menu or press the **Command**  key as you click on the **Eraser** icon.
- The eraser becomes hollow. Position the pointer where you wish to revert.
- Carefully drag the eraser over the area to be reverted. The eraser converts the pattern back to its last saved version.



Mixing Bowl

This tool randomly mixes the dots as you pass over them with the pointer. This allows you to limit the mixing to small portions of your document without affecting the whole.

Click on the **Mixing Bowl** icon. Position the pointer where you wish to begin mixing. Drag the pointer over the area. Release the mouse when you want to stop. The Mixing Bowl remains selected until another tool is selected.

To constrain the pointer to a vertical or horizontal movement, hold down the **Shift** key as you use the Mixing Bowl.

See the introduction to the Smoothing tools provided on the previous pages for general information that applies to all the Smoothing tools.



Before using
Mixing Bowl



After using
Mixing Bowl

In the above example, the mixing bowl is used on the spokes of the tire to show motion. To finish the effect as shown on the chapter illustration for Quick Reference, Skew was used to slant the bike and Spray Paint was used to give the effect of dust flying.

Fade Random 5% and 2%

Fade random removes dots over the whole paint document. This lightens the document. You can choose to remove 5% or 2% of the dots on the document at one time.

Choose **Fade Random 5%** or **Fade Random 2%** from the **Goodies** menu. Repeat as many times as you like.

If you do not wish to fade the entire document, use the Marquee or Masking Tape to select the area to be faded.



Fade Random

In the above example, the piano was copied twice. Fade Random 5% was used on the first copy then the next copy was placed on top and Fade Random 5% was used again. Then the original was placed on top.

See the introduction to the Smoothing tools provided on the previous pages for general information that applies to all the Smoothing tools.

Using Advanced Techniques

Fade Current Pattern

This menu option uses the current pattern as a mask to halftone the paint document. That is, the white dots from the pattern are used to lighten the selected area. The black dots on the current pattern are not used.



Fade Current Pattern



Using Current Pattern to Fade

To use the Fade Current Pattern option:

- If the current pattern does not have enough white dots to serve the purpose, select another pattern to be the current pattern.
- If you do not wish to halftone the entire document, use the Marquee or Masking Tape to select the area to be halftoned.
- Choose **Fade Current Pattern** from the **Goodies** menu. The selected area is halftoned.
- Click to set the pattern.

If the area you wish to Fade with the current pattern is very small or difficult to select, choose **Not-Erase** from the **Mode** menu and use the **Paint Brush**. Not-Erase mode works just like the Fade Current Pattern.

See the introduction to the Smoothing tools provided on the previous pages for general information that applies to all the Smoothing tools.



Fade Current Pattern with darker pattern



Using Current Pattern to Fade

Mix Screen Even or Random

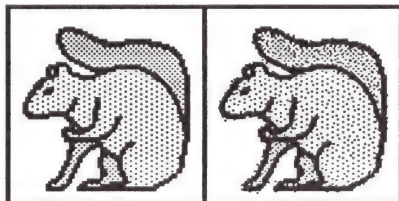
The Mix Screen options mix the dots on the entire paint document but do not remove any. This smooths and blends the dots to give the image a more natural appearance.

You can choose to mix the dots evenly or randomly. Mixing evenly causes the dots to be mixed in clusters of four in which each cluster looks the same. Mixing randomly means the dots are not mixed in any group or pattern.

Choose **Mix Screen Even** or **Mix Screen Random** from the **Goodies** menu. Repeat as many times as you like.

If you do not wish to mix the entire document, use the Marquee or Masking Tape to select the area to be mixed.

See introduction to the Smoothing tools provided on the previous pages for general information for all Smoothing tools.



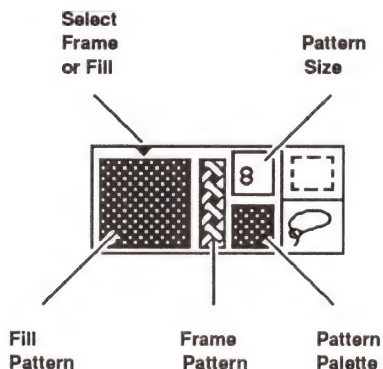
Before
Mix Random

After
Mix Random

Using Fill Patterns

The painting tools and most of the drawing tools paint with the currently selected Fill or Frame Pattern.

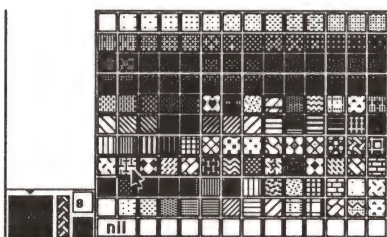
Patterns are shown in the palette at the bottom of the screen. There are over a hundred predefined patterns provided from which you can choose. If you can't find just what you want, you can design your own pattern in the Edit Pattern menu or use the Artist Palette to copy any pattern off the screen.



Pattern Palette

The currently selected fill and frame patterns appear in the large box to the left of the tool palette. If you want to use another pattern, click the frame or fill in the large Current Pattern Box. The triangle above the fill or frame box indicates which pattern will be changed.

A single click on the Pattern Palette fills the active select with the pattern. To see the pattern palette click down and hold the mouse down until the Pattern Palette pops up. Move the mouse over the desired pattern and release the mouse to select the pattern.



Pattern Size

Pattern sizes are 8 (8 dots by 8 dots), 16 (16 dots by 16 dots), and 32 (32 dots by 32 dots), which are used for fill patterns.

Size 32 Fill Pattern

If you wish to save a 32 pattern, rather than saving it to the pattern palette we suggest you save it to one of the 32 size squares provided on the document **Patterns 32** in the **Sample Documents** folder. Use **Pour Paint** to pour the pattern into one of the blank squares. Then **Save** the document. To access it from that document, use the Artist Palette to bring it into the Current Pattern Box.

Edit Pattern

To change a frame or fill pattern or make up your own, begin by indicating whether you want to change the frame or fill pattern by doing ONE of the following:

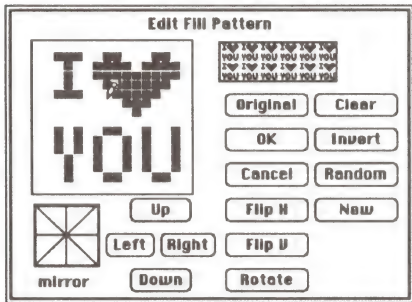
- Clicking on the small square box to the lower right of the Current Pattern Box. It toggles between a frame or a filled box.
- Clicking on the frame or fill in the Current Pattern Box.

Then, choose **Edit Pattern** from the **Goodies** menu or double-click on the frame or fill in the Current Pattern Box.

The large box at the top of the Edit Pattern menu is an edit screen which gives a close-up (Fatbits) view of the pattern. When you move the pointer to the edit screen, the pointer turns into a pencil which may be used to add or erase dots. A normal view of the pattern is shown to the right of the edit screen.

Using Advanced Techniques

Below is the Edit Fill Pattern menu. The Edit Frame Pattern looks and works just like it.



Edit Pattern Options:

- **Original** - Returns to original pattern.
- **OK** - Accepts the pattern in the edit screen as the current pattern and puts it in one of the three temporary slots in the pattern palette.
- **Cancel** - Returns to paint document without changing the pattern.
- **Flip H** - Flips the pattern horizontally.
- **Flip V** - Flips the pattern vertically.
- **Rotate** - Rotates the pattern counter-clockwise.
- **Clear** - Clears the edit screen. You may start a pattern from scratch.
- **Invert** - Changes white dots to black and black dots to white.
- **Random** Randomly adds black dots.

NOTE: *New* permanently updates the pattern palette.

- **New** - Adds the new or changed pattern to the next available space in the pattern palette. For more details, see "Size 32 Pattern" on the previous pages and "Saving an Artist Palette Pattern" on the following pages.
- **Up** - Nudges pattern up one dot.

- **Left** - Nudges pattern to the left one dot.
- **Right** - Nudges pattern to the right one dot.
- **Down** - Nudges pattern down one dot.

Brush Mirrors may be used on the pattern by clicking any of the lines on the mirror at the bottom left of the menu. Then, as you move the pencil on the edit screen, the strokes are mirrored.

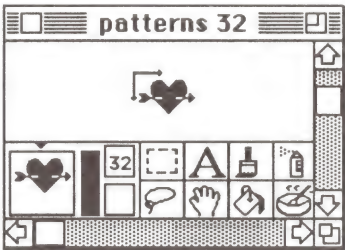


Artist Palette

This tool works like a camera to take a picture of any image on the screen and make it the current pattern. You may even take an image from the palettes or menus.

Click the **Artist Palette** icon. Click on either the frame or fill in the Current Pattern Box to indicate in which one you want it to appear. If the frame is selected, the pointer becomes a square. If the fill is selected, the pointer becomes a square when the pattern size is 8 or 16 and becomes corner arrows if the pattern size is 32.

Drag the square or corner arrows over the desired image. The Current Pattern Box becomes like a television screen. Everything you move the pointer over is reflected in the box. When the desired image is reflected, release the mouse. The image becomes the current pattern and is placed in one of the three temporary patterns in the pattern palette.



In this example, the heart is added to the top space of the temporary patterns. As a temporary 32 pattern, only the left top corner is visible and it is clicked in the Current Pattern Box with one click.

Saving Artist Palette Pattern

To save a size 8 permanently, double-click on the Current Pattern Box to get the **Edit Pattern** menu. Click **New**. The pattern is added to the next available space in the pattern palette.

If you wish to save a 32 pattern, rather than saving it to the pattern palette we suggest you save it to one of the 32 size squares provided on the document **Patterns 32** in the **Sample Documents** folder. To access it from that document, use the Artist Palette to bring it into the Current Pattern Box.

This is suggested because a 32 pattern is saved to the pattern palette in four separate spaces. Each piece is added to the next available space which may mean they are scattered throughout the palette.

Using Special Effects

The Special Effects options are only used with areas selected with the Marquee. There are two sets of special effects options, those from the Control menu and those from the Goodies menu.

From the Control Menu

The Marquee menu special effects are shown below.

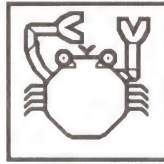
How to Use the Marquee Menu Special Effects

- Click on the Marquee . Position the pointer at the corner of the image and drag to the opposite corner. Release the mouse to select the image.
- Drag down the **Edit** menu and choose one of the special effects. If the effect is what you want, click to set the image. If it isn't what you want, use **Undo** in the **Edit** menu before you click to set the image.

A brief description and example of each of these special effects is given in the following pages.

Invert

Select the image with the **Marquee** and choose **Invert** from the **Marquee** menu. The color of the dots is reversed. Black dots become white. White dots become black.



Original



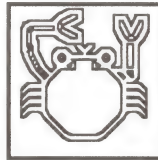
Using Invert

Fill

Select the image with the **Marquee** and choose **Fill** from the **Edit** menu. The selected area is filled with the current pattern. Unlike Pour Paint, Fill ignores boundaries and completely covers the entire selected area.

Trace Edges

Select the image with the **Marquee** and choose **Trace Edges** from the **Marquee** menu. Any image in the selected area is made hollow and its edges are traced. Trace Edges may be repeated as many times as you like to create interesting effects. You may cast a shadow on the object by holding down the **Shift** key as you select Trace Edges. However, for a more realistic shadow use the **Shadow** command described later in this section.



Trace Edges



Trace Edges
Shift key

From the Edit Menu

The Edit menu special effects are shown below.

Flip Horizontal, Flip Vertical

Select the image with the **Marquee** and choose **Flip Horizontal** or **Flip Vertical** from the **Edit** menu. The selected area is flipped horizontally or vertically depending on the effect selected.

Using Advanced Techniques



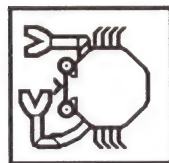
Flip Horizontal



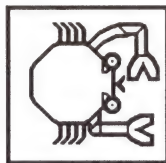
Flip Vertical

Rotate Left or Rotate Right

Select the image with the **Marquee** and choose **Rotate Left** or **Rotate Right** from the **Edit** menu. The selected area is rotated to the left or right 90 degrees depending on the effect selected. Note the following illustrations are based on the original upright image.



Rotate Left



Rotate Right

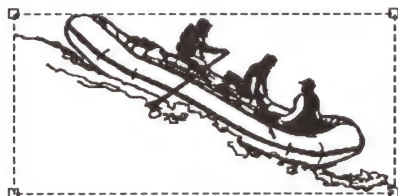
Nudge Up or Down, Nudge Left or Right

Select the image with the **Marquee** and choose **Nudge Up**, **Nudge Down**, **Nudge Left**, or **Nudge Right** from the **Edit** menu. The selected area is nudged up, down, left, or right one dot depending on the effect selected.

From the Goodies Menu

The Goodies menu special effects are **Skew**, **Distort**, **Shadow**, **Perspective**, and **Free Rotate**.

In addition to selecting them with the marquee, you must drag corner points to get the desired effect.



How to Use the Goodies Menu Special Effects

- It is a good idea to hold down the **Command**  key as you select the **Marquee** to make the marquee shrink to the smallest rectangle that will fit around the image. This speeds up processing time.
- Click on the **Marquee** 
- Position the pointer at the corner of the image and drag to the opposite corner. Release the mouse to select the image.
- Drag down the **Goodies** menu and choose **Free Rotate**, **Skew**, **Distort**, **Perspective**, or **Shadow**.
- Tabs appear on the corners of the selected area. Position the pointer on any corner tab. Drag the tab to the desired location.
- When you release the mouse, the pointer becomes a dancing girl while the special effect is processing. When the process is complete, the area is still selected. You may continue to drag corner tabs until you have the right effect.
- If the effect is what you want, click to set the image. If it isn't what you want, use **Undo** in the **Edit** menu before you click to set the image.

A brief description and example of each of these special effects is given in the following pages.

On any of the Goodie menu special effects, you can get a slightly different effect by holding down the **Command**  key or **Option** key or both as you drag the corners. The difference is most visible when you are working with straight lines.

Free Rotate

Rotate the selected area in any angle or direction. See "How to Use the Goodies Menu Special Effects" on the previous pages for the general instructions on how to use this special effect.

When **Free Rotate** is selected, you also have the option to change the center of rotation. A push pin appears when you have the pointer over the selected area. You may position the push pin at any point on or outside the selected area by dragging it to the desired spot. Then click to make that the center of the rotation. If you do not click on the push pin, the center of rotation is the center of the selected area.



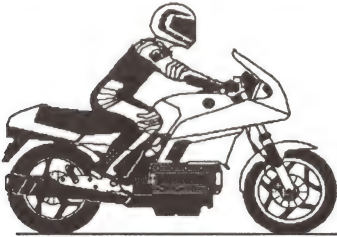
Before Free Rotate



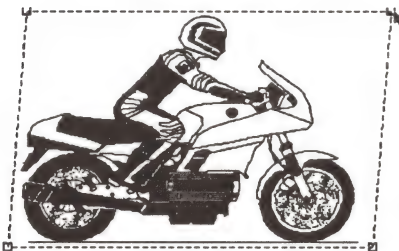
After Free Rotate

Skew

Selected area is slanted. The corner closest to the one being dragged is moved with it. In the case of a square, the area is slanted vertically. See "How to Use the Goodies Menu Special Effects" on the previous pages for the general instructions on how to use this special effect.



Before Skew



After Skew

In this case, the image will look best if you go a step further and Skew the upper-left corner in the same direction.

Distort

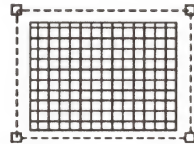
Change the shape of the selected area by moving one corner. You can fold or twist the shape of the area by moving the corner point between two of the other corners. This gives it a three-dimensional look.

See "How to Use the Goodies Menu Special Effects" on the previous pages for the general instructions on how to use this special effect.



For Faster Processing

If you wish to speed up processing time when moving more than one point, hold down the **period** key after moving each tab except the last. The screen may look strange, but it will be corrected when the last point is moved.



Before Distort

After Distort

Perspective

Places the selected area in a linear perspective giving the impression of distance to the eye. See "How to Use the Goodies Menu Special Effects" on the previous pages for the general instructions on how to use this special effect.

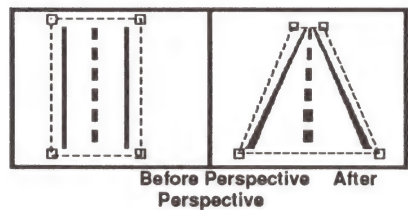
If you drag a corner horizontally, the corner next to it on the horizontal plane moves in the opposite direction. For example, if you move a tab to the right, the corner next to it on the horizontal plane will move to the left.

If you drag a corner vertically, the corner next to it on the vertical plane moves in the opposite direction. For example, if you move a tab up, the corner next to it on the vertical plane moves down.

When you release the mouse, the area stays selected and may be changed along the same

Using Advanced Techniques

horizontal or vertical plane that was previously used. To change the perspective along the opposite plane, you must click, reselect the area, and reselect **Perspective** from the **Goodies** menu.



Shadow

Shadow allows an image of the selected area to be moved the same way as in a **Distort**. A duplicate image is extended from the original as the tab points are moved freely. However, the original area does not move.

A shadow of the object is placed behind the object. The current paint pattern is used to fade the Shadow the same way the Fade Current Pattern works. Select the pattern you wish the shadow to have before you use the Shadow command.

A black pattern would result in the shadow being a duplicate of the image rather than a realistic shadow. A white pattern would result in no shadow. A 50% gray pattern is a good choice for a shadow. The Current Pattern Box below shows a 50% gray selected.



50% gray pattern makes a good shadow

See "How to Use the Goodies Menu Special Effects" on the previous pages for the general instructions on how to use the **Shadow**. The following example shows an image after it has been selected with the Marquee and the Shadow command has been chosen.



Image selected with Marquee and Shadow

If you wish to make the shadow at a 45 degree angle from the image, it is easy to do because at that angle the line attached to the tab point is straight and flashing.

The **Command**  key and **Option** key work with the Shadow just like they do with all the other Special Effect options.



For Faster Processing

If you wish to speed up processing time in creating the Shadow, hold down the **period** key after each of the first three tabs are moved. This stops the shadow calculation. Then when you move the last tab, all of the processing is done at one time. Don't worry if the screen looks strange, it will clear up when the final processing occurs.

Shadow Paint Modes

When the Shadow command is used the **Mode** Menu displays special modes for the Shadow. They are **Copy**, **Overlay**, **Copy Solid**, and **Overlay Solid**.

Copy

The default paint mode is **Copy**. As you see in the illustration below, a closed object blocks the shadow. Normally the top two tab points would be moved to the right as in a **Skew**. This gives the effect of a light shining on the object from the front.



A closed object blocks the shadow with Copy mode

Overlay

Sometimes you may wish to see the shadow through the object. Choose **Overlay** from the **Mode** Menu to allow the shadow to show through the object. Shadows are commonly used this way with text.



See through the object with Overlay mode

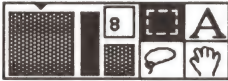
Copy Solid

Choose **Copy Solid** from the **Mode** menu for shadows that are solid with the original object blocking part of the view of the shadow.



Object is solid and shadow is solid with Copy Solid

Note how the selection of a new fill pattern affects the shadow.



Overlay Solid

Choose **Overlay Solid** from the **Mode** menu to allow the shadow to show through the object with a solid shadow.



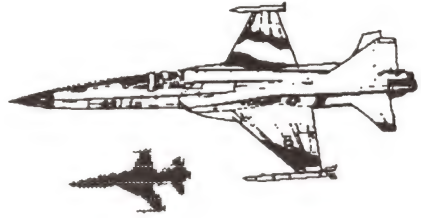
Object is not solid but shadow is with Overlay Solid

Sometime you may wish for the light source to come from behind or above the object. To do this, drag the corner tabs to the front of the object instead of behind.



Bring tabs to front to put light source behind object

If you move all four points away from the image, you can get a shadow like the one below of an airplane in flight. You can even distort the shadow more for the impression of a shadow falling across uneven terrain.



Move shadow away from object

Shadow Application Technique

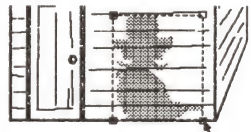
Another interesting effect can be achieved with **Shadow**. Assume a person is standing by a wall. The shadow would cast across the ground, then up the wall. This effect can be created by the following steps.

- First, click on the **Marquee**  and draw a marquee selection box around the top of the body.



Selecting top of the image

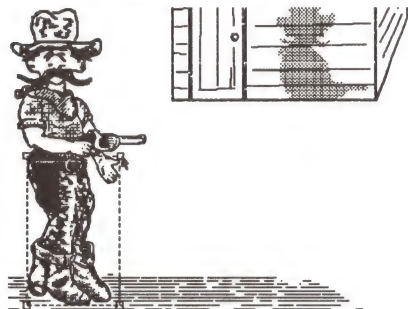
- Choose **Shadow** from the **Goodies** menu.
- Click on a pattern (gray is best) from the pattern palette.
- Choose **Copy Solid** from the **Mode** menu.
- Drag all four tab points to the location on the wall where the body would cast its shadow. Don't worry if the shadow looks strange while each move processes. When you have the shadow as you want it, click to set it.



Move all four tabs to the wall

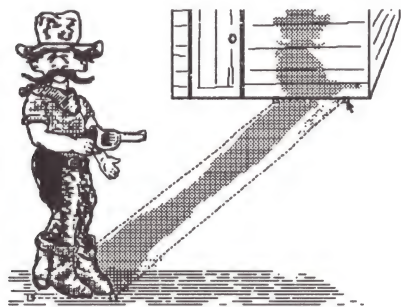
Using Advanced Techniques

- Next select the person's legs, drawing the marquee around the part of the body that was not selected for the first shadow.
- Choose **Shadow** from the **Goodies** menu.
- Choose **Copy Solid** from the **Mode** menu.



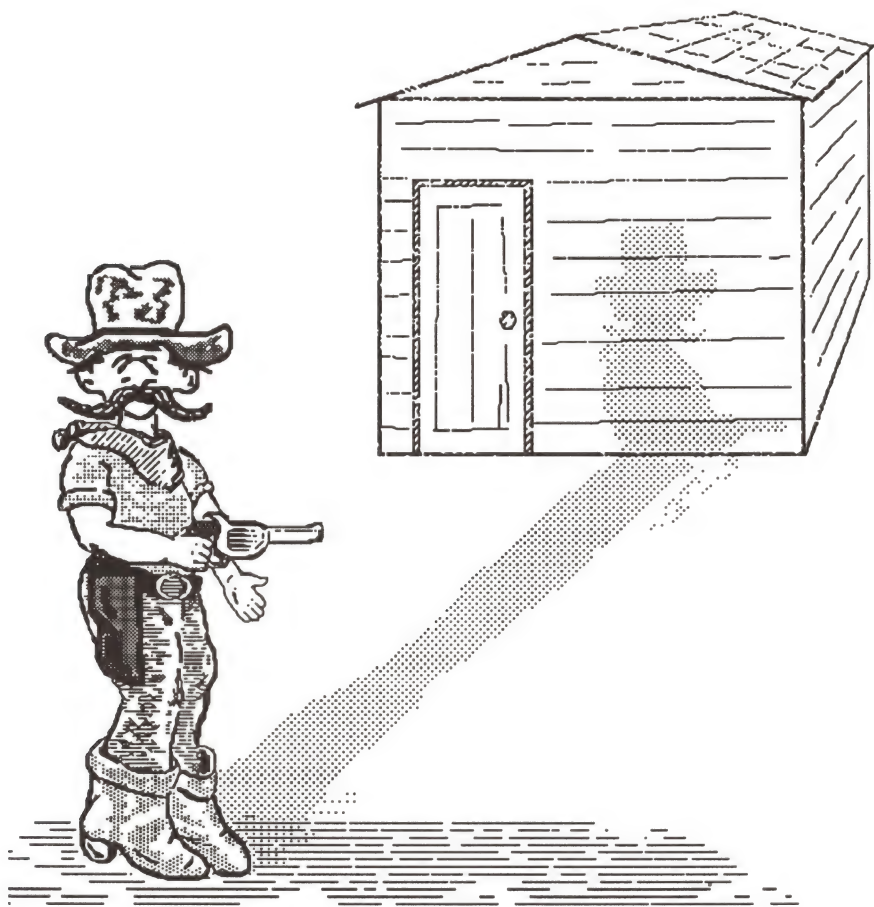
Select bottom of image

- Now drag the top two tabs to the bottom of the wall so that the bottom of the body meets the shadow for the upper body.



Drag top tabs to match top half of shadow

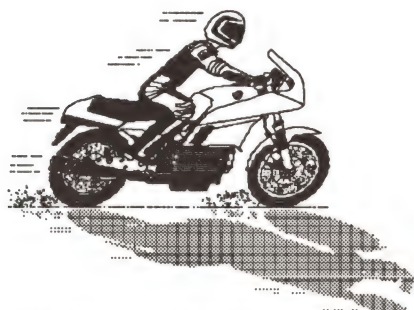
- When you have the shadow the way you want, click to set it. This example shows the shadow about the same size. You may wish to make the resulting shadow larger or smaller, depending on the desired effect.



The Completed Shadow

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Quick Reference



This section provides summaries of tools and shortcuts and provides quick access to definitions of words or screen messages. For more detailed reference information about the tools and menus, see the "Using NuPaint" chapters.

Tools Summary



Text

8 Copy Modes



Lasso

Double-click icon

Cmd-double-click icon

Option while using tool

Shift while using tool

Cmd while using tool

Option-drag selection

Cmd-drag selection

1 - 9 key

Select all items in window

Select all items on page

Select white area

Straight side on lasso

Rubber band side on lasso

Leave behind copy

Leave multi copies

Change repeat control



Marquee

Double-click icon

Cmd-double-click icon

Shift while using tool

Cmd while using tool

Option-drag selection

Cmd-drag selection

1 - 9 key

8 Copy Modes

Select entire window

Select entire page

Square selection area

Snap selection to min area

Leave behind copy

Leave multi copies

Change repeat control



Pour Paint

Click on white area

Click on black area

Fill white are with current fill pattern

Fill black are with current fill pattern



Hand

Double-click icon

Option Key

Fist

Show page view on/off

Change current tool to Hand

Move gray rectangle



Brush

Double-click icon

Shift while using tool

8 Copy Modes

Brush-shape dialog box

Paint horizontally or vertically



Tape

Cmd-click icon

Shift initial click

Shift while using tool

Cmd while using tool

Add to current masking tape

Mask over area

Straight side on Mask

Rubber band side on Mask

Quick Reference



Spray

Double-click icon

Shift while using tool

1 - 9 key

8 Copy Modes

Spray Can-shape
dialog box

Spray horizontally or
vertically

Change speed control



Square

Cmd-click icon

Shift while using tool

Cmd while using tool

1 - 9 key

8 Copy Modes

Copy last tool's cursor
shape

Draw square

Repeat object

Change repeat control



Mixing

Shift while using tool

1 - 9 key

Mix horizontally or
vertically

Change speed control



Rounded

Cmd-click icon

Shift while using tool

Cmd while using tool

1 - 9 key

8 Copy Modes

Copy last tool's cursor
shape

Draw rounded square

Repeat object

Change repeat control



Eraser

Double-click icon

Cmd-double-click icon

Cmd-click icon

Shift while using tool
vertically

Erase entire window

Erase entire page

Revert Eraser

Erase horizontally or



Oval

Cmd-click icon

Shift while using tool

Cmd while using tool

1 - 9 key

8 Copy Modes

Copy last tool's cursor
shape

Draw circle

Repeat object

Change repeat control



Pencil

Double-click icon

Cmd-click window

Shift while using tool
vertically

Fatbits view on/off

Fatbits view on/off

Draw horizontally or



Region

Cmd-click icon

Shift while using tool

Cmd while using tool
region

8 Copy Modes

Copy last tool's cursor
shape

Straight side on region

Rubber band side on



Palette

Set fill/frame pattern
from the document



Line

Cmd-click icon

Shift while using tool

Cmd while using tool

1 - 9 key

8 Copy Modes

Copy last tool's cursor
shape

Draw horizontally,
vertically or 45° angle

Repeat line

Change repeat control



Polygon

Cmd-click icon

8 Copy Modes

Copy last tool's cursor
shape



Corner

Draw from corner

Line, Rectangle,,
Rounded Rect, or
Oval tool



Center

Draw from center

Line, Rectangle,,
Rounded , Rect, or
Oval tool

File Formats

NuPaint/MacPaint



PICT



StartUpScreen



Special Function Summary

<u>To do this...</u>	<u>Press keys... Or menu item...</u>
New window	Command-N File:New
Open window	Command-O File:Open
Close window	File:Close
Save document	Command-S File:Save
Save new document	Command-A File:Save as
Restore document	File:Revert
Restore part of a document	File:Revert Eraser
Full page view on/off	Tools :Show Page
Fatbits view on/off	Command-F Tools :Fatbits
Turn Grid on/off	Command-G Goodies:Grid
Hide/show Rulers	Tools :Rulers
Mouse location	Tools :Rulers
Set Modes for all tools	Command-click Select Mode Menu
Set Cursor for all	Command-click Set new cursor shape shape tools
Fine tune Free Rotate, Skew, Distort Perspective and Shadow	Command-click Option-click Click tab point
Change text font	Command-> Next text size Command-< Previous text size
Change text size	Cmd-Shift-> Next text font Cmd-Shift-< Previous text font

Quick Reference

Menus Summary

NuPaint	
NuPoint DA™ ...	
File	
Control	▶
Goodies	▶
Tools	▶
Mode	▶
Font	▶
Size	▶
Style	▶
Clipboard	▶

File	
New	⌘N
Open...	⌘O
Close	
Save	⌘S
Save as ...	⌘A
Revert	
Revert Eraser	

Control	
Invert	
Fill	
Trace Edges	⌘E
Flip Horizontal	
Flip Vertical	
Rotate Left	⌘L
Rotate Right	⌘R
Nudge Up	⌘I
Nudge Down	⌘M
Nudge Left	⌘J
Nudge Right	⌘K

Goodies	
Fade Random 5 %	
Fade Random 2 %	
Fade Current Pattern	
Mix Screen Even	
Mix Screen Random	
Free Rotate	
Skew	
Distort	⌘D
Perspective	
Shadow	⌘W

Tools	
Spray Can Shape	
Brush Shape	
Edit Pattern	
Grid On	⌘G
FatBits	⌘F
Show Page	
Brush Mirrors	
Rulers	

Mode	
Copy	
Overlay	
Invert	
Erase	
reverse-Copy	
reverse-Overlay	
reverse-Invert	
reverse-Erase	

Font	
Chicago	
Courier	
Geneva	
Helvetica	
Monaco	
New York	
Times	

Size	
✓ 9	
10	
12	
14	
18	
24	
36	
48	
72	

Style	
Plain Text	
Bold	
<i>Italic</i>	
<u>Underline</u>	
<u>Outline</u>	
Shadow	
Extend	
Condense	
✓ Left	
Center	
Right	

Clipboard	
✓ Auto Retrieve From Clipboard	
✓ No Reduction Of Clipboard	
50% Reduced: ImageWriter	
96% Reduced: LaserWriter	
72% Reduced: LaserWriter	
48% Reduced: LaserWriter	
24% Reduced: LaserWriter	

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